

CITADEL MINIATURES



CATALOGUE

CITADEL[®] MINIATURES

CATALOGUE

Section One

Compiled by Richard Helliwell and produced by the Games Workshop Design Studio

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GAMES WORKSHOP

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Citadel Miniatures are not recommended for children under 14 years of age.

INTRODUCTION

Welcome to the new Citadel Catalogue, a comprehensive listing of Citadel Miniature's range of plastic and metal models.

Citadel Miniatures

Citadel Miniatures manufacture the largest range of metal and plastic gaming miniatures in the world. We make an extensive range of high-quality miniatures and model kits for collectors, modellers and gamers.

What's more, everybody involved with the design of one of our new miniatures is a keen gamer – from the person who develops the initial concept, through the designer of the original model to the guy who does the final casting in white metal. Citadel Miniature are made *by gamers for gamers*. Along every step of the way, the miniatures are carefully examined to make sure that they are as good as we can make them.

But, up until now, there was no way to tell exactly what we made. The Citadel Catalogue is designed to change that. The two volumes you hold in your hands are the product of months and months of hard work. Now, for the first time, nearly all of our available miniatures have been compiled together into one place.

We have split the catalogue into two sections for a couple of reasons. The first is that by making the catalogue two volumes, we could separate the Warhammer 40,000 and Warhammer Fantasy miniatures. That way it will be even easier to find the model you want.

Second, at nearly 360 pages the Citadel Catalogue would be so huge if it were one book, that it would push the limits of the binding processes that our printers use. The weight of the pages alone would mean that heavy use would tend to weaken the book's spine and would cause the pages to drop out. As the catalogue will be referred to constantly, and take much more wear and tear than a normal book, we decided to split it into two sections to make it as durable as the printing and binding process allows.



Updating The Catalogue

Of course, while the catalogue was up-to-date when it went to be printed, this won't remain true for very long! As our designers are creating new miniatures at the rate of 3 or 4 a day the Citadel Catalogue will never be fully complete.

Therefore, new catalogue pages will appear each month in White Dwarf magazine, along with articles on collecting, painting, modelling and gaming with Citadel Miniatures. If you keep your catalogue in a box file as we suggest, you can then add the new pages to your collection as they appear in White Dwarf and keep them ready to hand. White Dwarf is available at all Games Workshop stores, from hobby shops and all good newsagents.

As a reference source for Citadel Miniatures the catalogue does everything we wanted – every single miniature is presented in all its glory. As a source to choose your wargame army, you'll find the catalogue is unparalleled.

As the catalogue contains an example of nearly every single model that we make, it is an invaluable aid to anyone who collects Citadel Miniatures. With it you can plan your purchases, and find exactly the right model for your army.

How the Citadel Catalogue Works

To make it easy to find what you require, the Catalogue has been split up into two volumes: Warhammer 40,000 miniatures and Games Workshop Games are in the first volume, and Warhammer Fantasy Miniatures are in the second. Within these sections, the models or games are further split up into product and range. The Space Orks range, for instance, is a complete set of pages within the Warhammer 40,000 section, while all of the models for Mighty Empires are collected together in the Warhammer Fantasy section.

Each model within a range is illustrated at actual size (unless otherwise noted), so you can see exactly what the model looks like before you buy. Where appropriate, each model has been shown on a plastic slottabase of the correct size for use in our games. When you buy a model you'll automatically get the correct size slottabase you need.

Many of our models now come with separate arms and weapons. Where possible we've illustrated these on the same page, or given examples of the completed models. The plastic arm and weapons which we haven't had room to show on the model's page, but that we have referred to in the model's description, are shown on page 112. The correct sprues will be included automatically when you buy the model.

Some of our more complicated models are made of a large number of pieces. So that you can see exactly what you get with these models, we have illustrated each component separately as well as showing the completed model. We have also included construction diagrams where it isn't obvious how the models go together.

Note that our complicated multi-part models are intended for enthusiasts and you really do require a moderate level of skill to assemble them. They can certainly prove too difficult for young or inexperienced modellers. Please do not order if you are uncertain of your skill!

How to Buy Citadel Miniatures

All of the models illustrated in the Catalogue are readily available throughout Games Workshop stores and good hobby shops.

The best way to buy Citadel Miniatures is to go to a Games Workshop or other hobby store and look at the racks of miniatures. That way you'll be able to examine the models closely and at first hand. Games Workshop staff, who are all gamers and collectors like you, will be more than happy to help you choose exactly which miniatures you require, or offer advice on how to prepare and paint your models.

Every Games Workshop Store has a wide selection of painted models, and runs regular painting and modelling sessions for both beginners and experts.

A Final Word

We've spent a very long time putting the catalogue together. At times we thought we'd never get it finished. Many months of hard work have gone into what we believe is the definitive collection of gaming miniatures in the world.

We're sure that the Citadel Catalogue will be an invaluable guide to every single Warhammer gamer, collector and modeller. We hope you agree.

IMPORTANT

Citadel Miniatures are intended for collectors, modellers and gamers.

THEY ARE NOT TOYS.

Our metal models contain lead which can be harmful if ingested, but there is no real danger if you are sensible. Please follow these simple instructions:

- Please do not put them in your mouth or lick them.
- Do not buy them for or give them to small children.

Our miniatures should never be given to children under 14, nor to older children who you cannot trust not to suck them.

Citadel Miniatures are supplied unpainted and without banners. For painting your miniatures we recommend you use Citadel paints and brushes. Where our models require construction, we recommend you use Citadel Polystyrene Cement and Citadel Superglue. For Citadel paints, brushes and glues see page 156.

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WARHAMMER 40,000 CITADEL MINIATURES

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MARINE COMMANDERS

THE COMPLETE LEMAN RUSS MODEL CONSISTS OF:
 1 x BACK BACK WOLF SKIN CLOAK
 1 x BANNER POLE
 1 x LEMAN RUSS
 1 x FREKI
 1 x GERI

IMPERIAL COMMANDERS
 Designed by Michael Perry with the Citadel Miniatures Design Team



LEMAN RUSS
 (SPACE WOLF COMMANDER)



FREKI
 070121/5



GERI
 070121/4



BANNER POLE
 070121/3



LEMAN RUSS
 070121/1



BACK PACK WOLF SKIN CLOAK
 070121/2



LORD MACRAGGE
 (ULTRA MARINE COMMANDER)

THE COMPLETE LORD MACRAGGE MODEL CONSISTS OF:
 1 x BOLTER ON STAND 1 x LORD MACRAGGE
 1 x SPACE MARINE HONOUR GUARD
 1 x CLOAK AND HELMET ON STAND
 1 x THRONE



SPACE MARINE HONOUR GUARD
 070121/53



LORD MACRAGGE
 070121/54



CLOAK AND HELMET ON STAND
 070121/52



THRONE
 070121/55



BOLTER ON STAND
 070121/56

THE COMPLETE SPACE MARINE CAPTAIN MODELS CONSIST OF:
 1 x CAPTAIN 1 x BACK PACK CLOAK

CAPTAINS

Designed by Jes Goodwin



SPACE WOLF CAPTAIN
 070268/4



DARK ANGEL CAPTAIN
 070268/5



ULTRA MARINE CAPTAIN
 070268/6



BACK PACK CLOAK
 070268/7



SPACE MARINE CAPTAIN WITH TERMINATOR HONOURS
 070268/1



BLOOD ANGEL CAPTAIN
 070268/3



VETERAN CAPTAIN
 070268/2

ALL THESE SPACE MARINE CAPTAINS ARE SHOWN WITH THE COMBINATION BACK PACK CLOAK

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CITADEL MINIATURES

SPACE MARINE ARMOUR VARIANTS

Designed by Jes Goodwin with the Citadel Design Team



THUNDER ARMOUR
(SPACE MARINE MARK 1)
070270/9



CRUSADE ARMOUR
(SPACE MARINE MARK 2)
070270/8



IRON ARMOUR
(SPACE MARINE MARK 3)
070270/10



IMPERIAL MAXIMUS ARMOUR
(SPACE MARINE MARK 4)
070270/11



HERESY ARMOUR
(SPACE MARINE MARK 5)
070270/7



CORVUS ARMOUR 1
(SPACE MARINE MARK 6)
070270/6



CORVUS ARMOUR 2
(SPACE MARINE MARK 6)
070270/3



ERRANT ARMOUR (SPACE MARINE MARK 8)
070380/1
THIS MODEL IS SUPPLIED WITH A SPACE MARINE
BOLTER AND BACK PACK SPRUE AS STANDARD



ARTIFICER ARMOUR 1
070270/4



ARTIFICER ARMOUR 2
070270/5



ARTIFICER ARMOUR 3
070270/1



ARTIFICER ARMOUR 4
070270/2

In the last 5000 years the design of Space Marine armour has evolved through many stages, from Mark 1 to the Mark 8. Many Chapters still use all the different types, with the early models regarded as the Chapters Heirlooms. These early armours, once worn by the Chapter's greatest heroes, have been embellished by the Chaplains Artificers, who create the Chapters equipment and honour badges. The following pages show Space Marines in one or other of the variant types of Armour

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE BACK PACK AND BANNER SPRUE AS STANDARD

SPACE MARINES



CHAPLAIN WITH
POWER SWORD
070133/60



CHAPLAIN WITH CROZIUS
AND BOLTER
070133/59



CHAPLAIN WITH
CROZIUS
070133/61



CHAPLAIN WITH
CHAINSWORD
070133/57



CHAPLAIN WITH
PLASMA PISTOL
070133/62



CHAPLAIN WITH
COMB-WEAPON
070133/58



TECH MARINE
WITH TOOL BOX
070133/74



TECH MARINE WITH
POWERDRIVER
070133/73



TECH MARINE WITH
BOLT PISTOL
070133/70



TECH MARINE WITH
BLOW TORCH
070133/69



TECH MARINE
WITH WRENCH
070133/72



TECH MARINE WITH
ADJUSTABLE WRENCH
070133/71



MEDIC WITH
BOLT PISTOL
070133/65



MEDIC WITH
HAND FLAMER
070133/67



MEDIC WITH
BOLTER 1
070133/64



MEDIC WITH
PLASMA PISTOL
070133/66



MEDIC WITH
BOLTER 2
070133/63



MEDIC WITH
CARNIFEX
070133/68



WOUNDED 1
070106/12A



WOUNDED 2
070106/12B

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ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE
BACK PACK AND BANNER SPRUE AS STANDARD

Designed by the Citadel Design Team

SPACE MARINES



**POWER GLOVE
AND BOLTER**
070145/3



PLASMA GUN 1
070145/18



BOLTER 1
070145/14



**HOODED TABARD
AND POWER SWORD**
070145/17



**TERMINATOR HONOUR
AND BOLTER 1**
070145/6



**TERMINATOR HONOUR
AND POWER GLOVE**
070145/4



**TERMINATOR HONOURS
AND BOLTER 2**
070145/5



CHAIN SWORD 1
070119/22



LIBRARIAN AND TOME
070145/8



**LIBRARIAN AND 2 HANDED
FORCE SWORD**
070145/7



**LIBRARIAN AND 2 HANDED
FORCE SWORD**
070145/9



**BIONIC EYE
AND BOLT PISTOL**
070119/25



CAPTAIN
070145/10



LIEUTENANT COMMANDER
070145/11



LIEUTENANT
070145/12



PLATOON LEADER
070119/24



**POWER SWORD
AND BOLT PISTOL**
070119/23



POWER SWORD
070119/26



**CHAIN SWORD
AND BOLTER**
070119/28

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Designed by the Citadel Design Team with Aly Morrison

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE
BACK PACK AND BANNER SPRUE AS STANDARD

SPACE MARINES



LAS CANNON 1
070121/43



BOLTER 2
070121/39



BOLT PISTOL AND
CHAIN SWORD
070121/38



LAS CANNON 2
070121/37



BOLTER 3
070121/44



BOLTER 4
070121/41



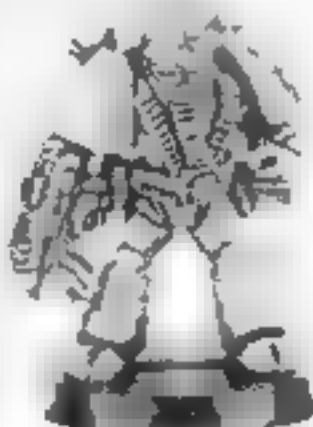
BOLTER 5
070121/42



BIONIC EYE
AND POWER GLOVE
070121/40



HAND FLAMER AND
HEAVY PLASMA GUN
070121/6



BOLTER 6
070121/49



PLASMA GUN 2
070121/50



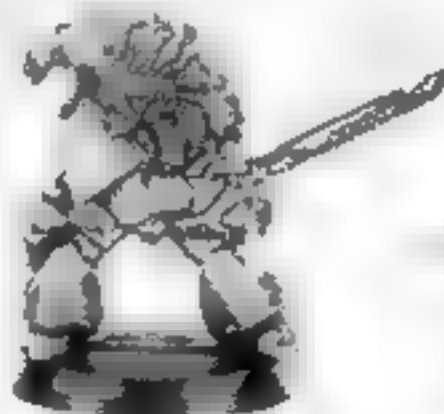
BOLTER 7
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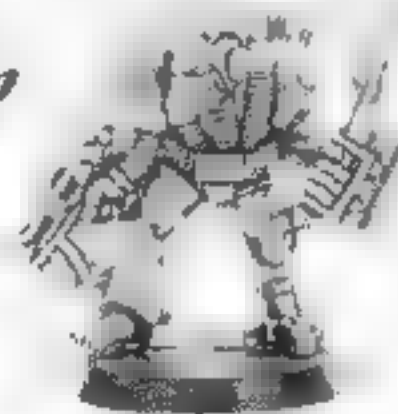
POWER AXE 1
070119/32



POWER GLOVE
AND BOLT PISTOL
070119/33



CHAIN SWORD 2
070119/36



POWER SWORD
AND BOLTER
070119/31



BOLTER 8
070119/2



POWER GLOVE
070119/20



070119/34



BIONIC ARM AND
CHAIN SWORD
070119/35

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE
BACK PACK AND BANNER SPRUE AS STANDARD

Designed by Aly Morrison with the Citadel Design Team



CITADEL
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SPACE MARINES



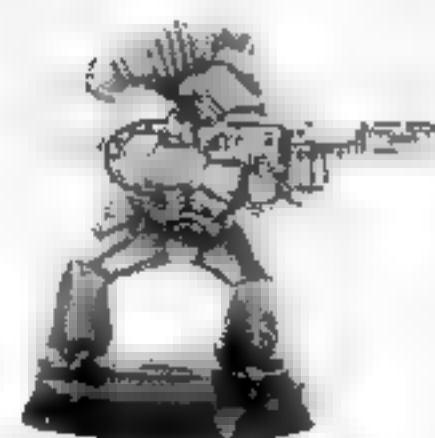
BOLTER 9
0701065



BOLTER 10
0701062



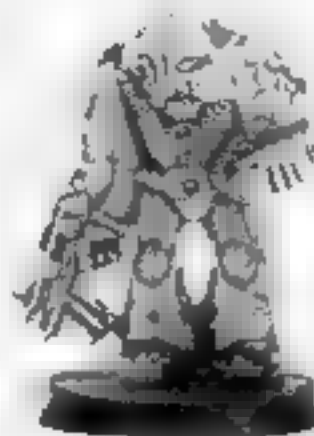
BOLTER 11
07010610



MELTA GUN
0701061



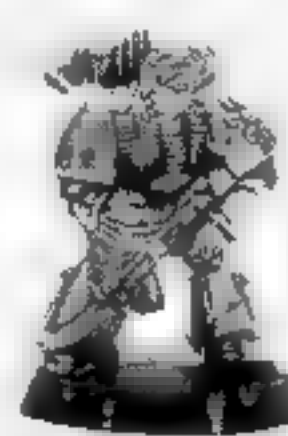
BOLTER 12
0701067



**BOLTER AND
SENSOR**
0701066



**BIONIC EYES
AND BOLTER**
0701064



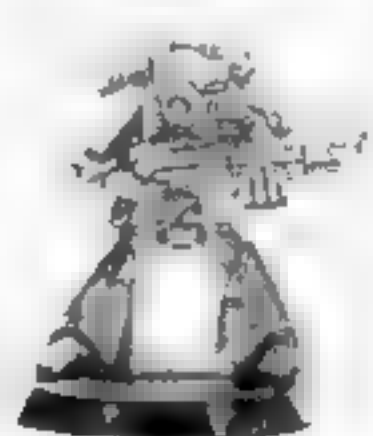
BOLTER 13
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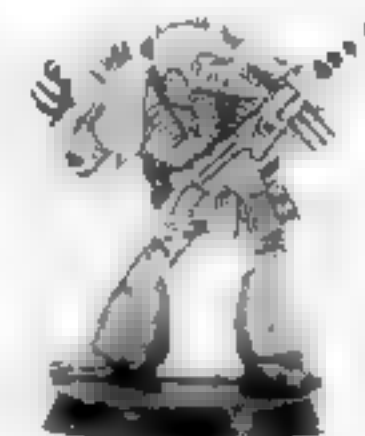
**SHURIKEN
CATAPULT**
07010618



SENSOR
0701452



BOLTER 14
07010616



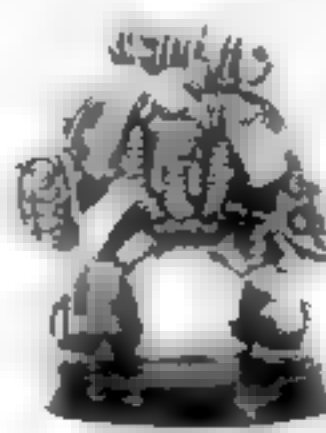
NEEDLE GUN
07010615



PLASMA GUN 3
07010614



BOLTER 14
0701068



POWER GLOVES
07014515



**BOLTER AND
FACE MASK**
07010611



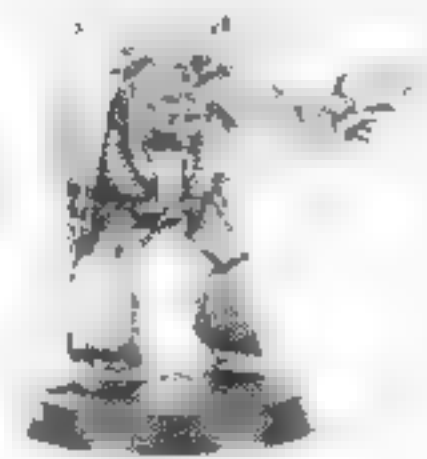
**BIONIC EYE
AND ARM**
07011927



BOLT PISTOL
07011928



**POWER SWORD
AND SENSOR 1**
07011930



**HAND FLAMER
AND BOLT PISTOL**
07011919

Designed by Aly Morrison with the Citadel Design Team

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A SPACE MARINE
BACK PACK AND BANNER SPRUE AS STANDARD

SPACE MARINE HEAVY WEAPONS

ALL OF THESE MODELS ARE SUPPLIED WITH A SPACE MARINE BACK PACK AND BANNER SPRUE AS STANDARD

Designed by the Citadel Design Team with Aly Morrison



SPACE MARINE ARMED WITH MULTI MELTA AND BOLT PISTOL
07012147



SPACE MARINE ARMED WITH HEAVY BOLTER
07012148



SPACE MARINE ARMED WITH MULTI MELTA
07012146



TRIPOD MOUNTED MULTI MELTA
072 2927

MULTI MELTA GUNNER
07212926

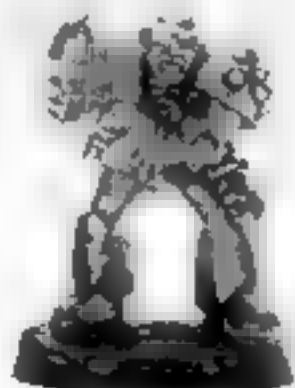
TRIPOD
072 2928

ALL OF THESE MODELS ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN ON THE RIGHT AS STANDARD. PLEASE STATE WEAPON CHOICE WHEN ORDERING. THESE MODELS DO NOT TAKE A BACK PACK

GUNNERS



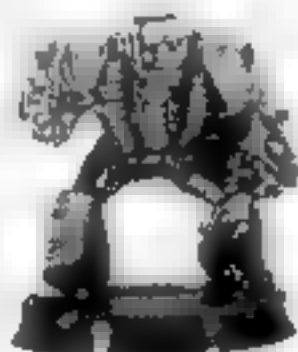
GUNNER 1
07212921



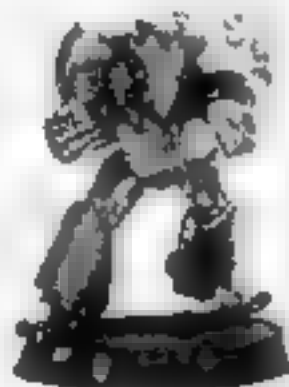
GUNNER 2
07212923



GUNNER 3
07212920



GUNNER 4 WITH POWER GLOVE
072 2925



GUNNER 5
07212924



GUNNER 6
07212922

WEAPONS



MULTI MELTA
07212913



CONVERSION BEAMER
07212915

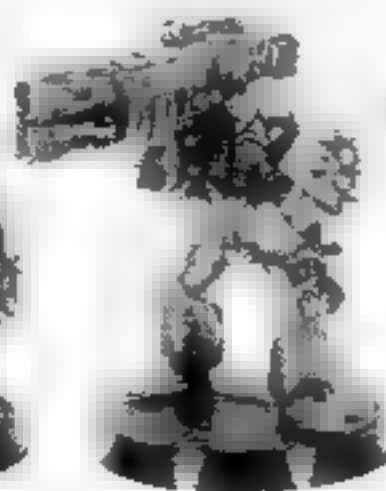
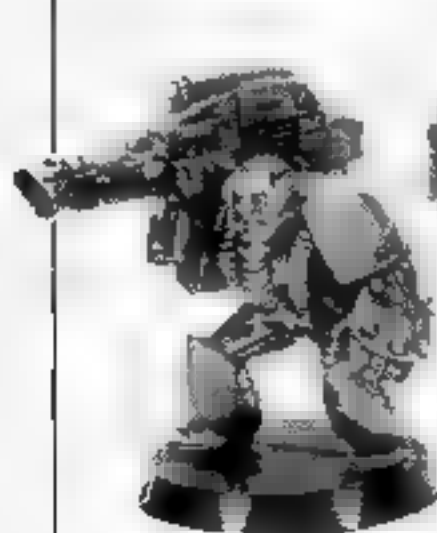


HEAVY BOLTER
07212914



LAS CANNON
07212912

EXAMPLES OF THE COMPLETED SPACE MARINE HEAVY WEAPON MODELS



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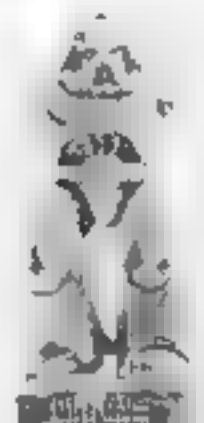
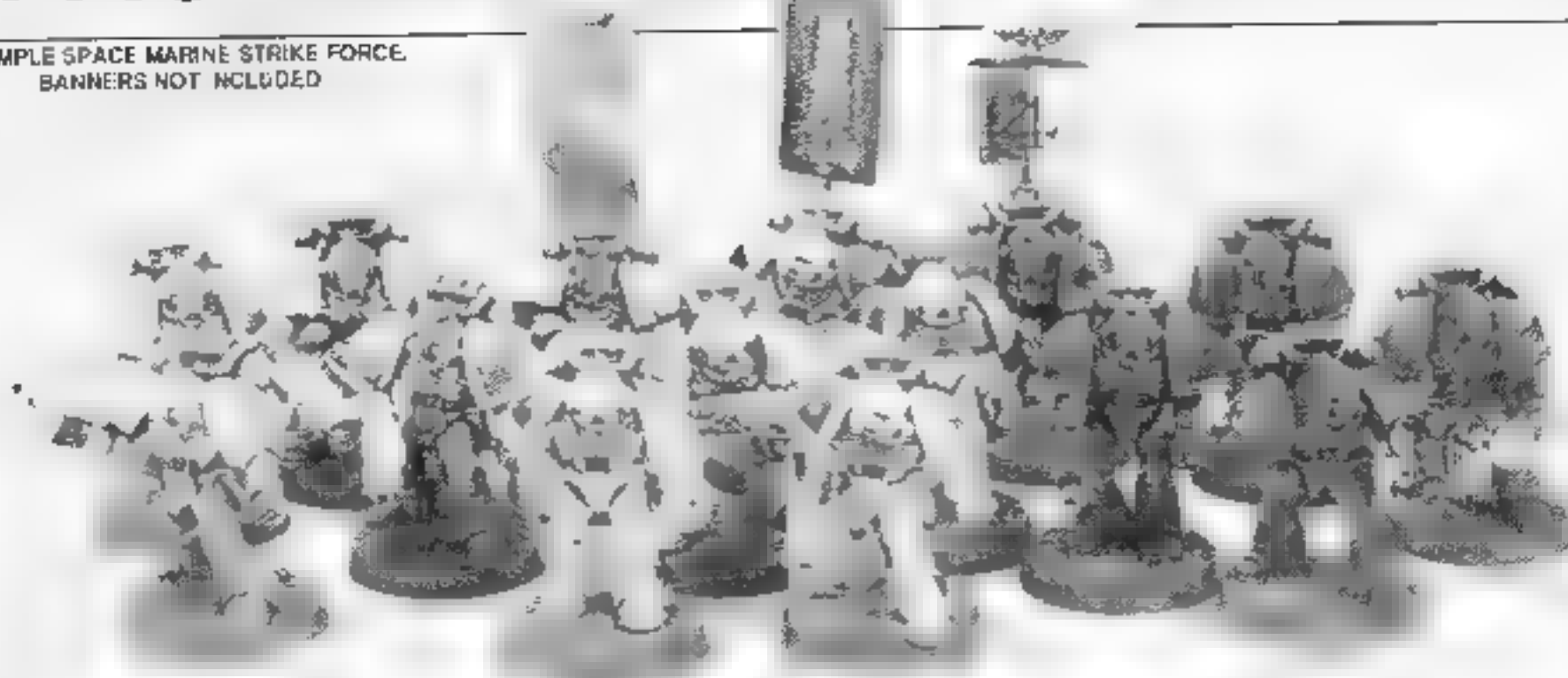
CITADEL
MINIATURES



ADRIAN SMITH

SPACE MARINE STRIKE FORCE

EXAMPLE SPACE MARINE STRIKE FORCE.
BANNERS NOT INCLUDED



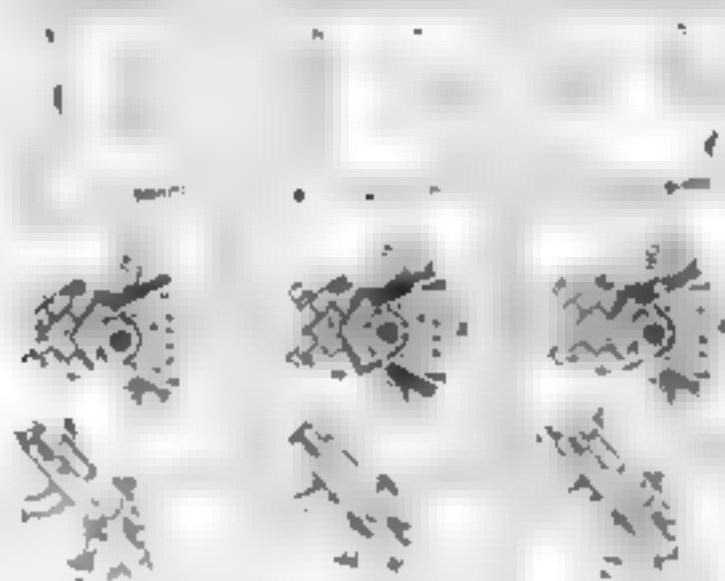
STRIKE FORCE
SPACE MARINE 1
RTB 51



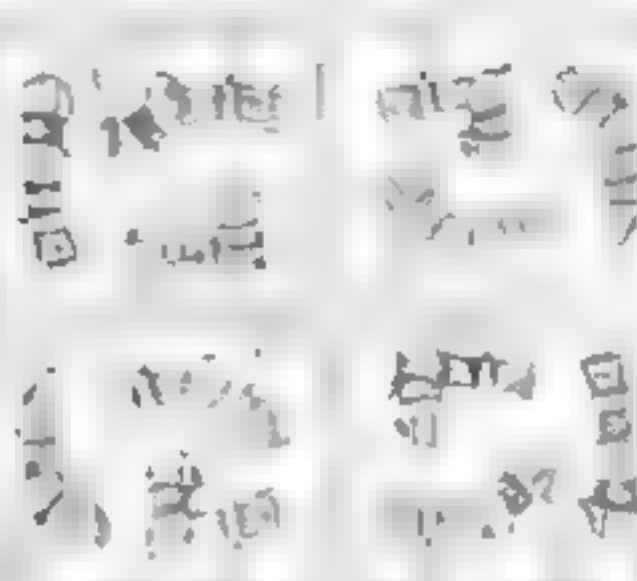
STRIKE FORCE
SPACE MARINE 2
RTB 52



STRIKE FORCE
SPACE MARINE 3
RTB 53



SPACE MARINE BOLTER AND BACK PACK SPRUE
C 532



SPACE MARINE ARM SPRUE
103004

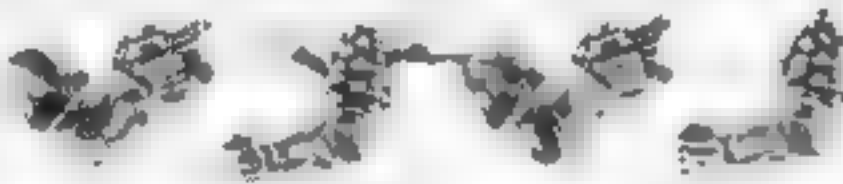
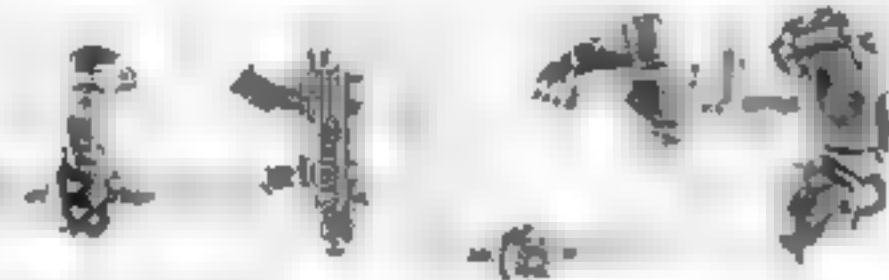
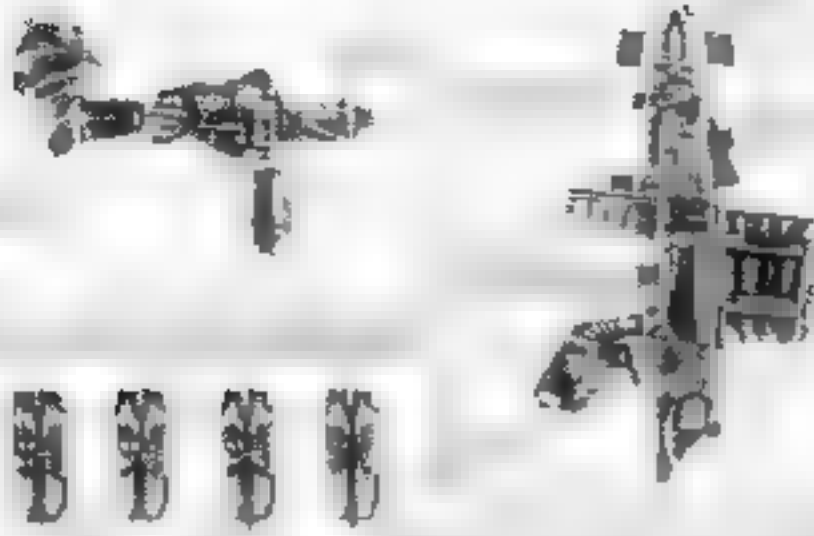
Space Marines are the ultimate warriors of the 41st Millennium and devoted servants of the Emperor. The Space Marines of the Strike Force are equipped with Mark 7 power armour - also known as *Armorum Impetor* or *Eagle* armour. The Space Marine Strike Force boxed set contains 15 superbly modelled metal miniatures (3 complete combat squads) with 5 Space Marine bolter and back pack sprues and 3 Space Marine arm sprues.



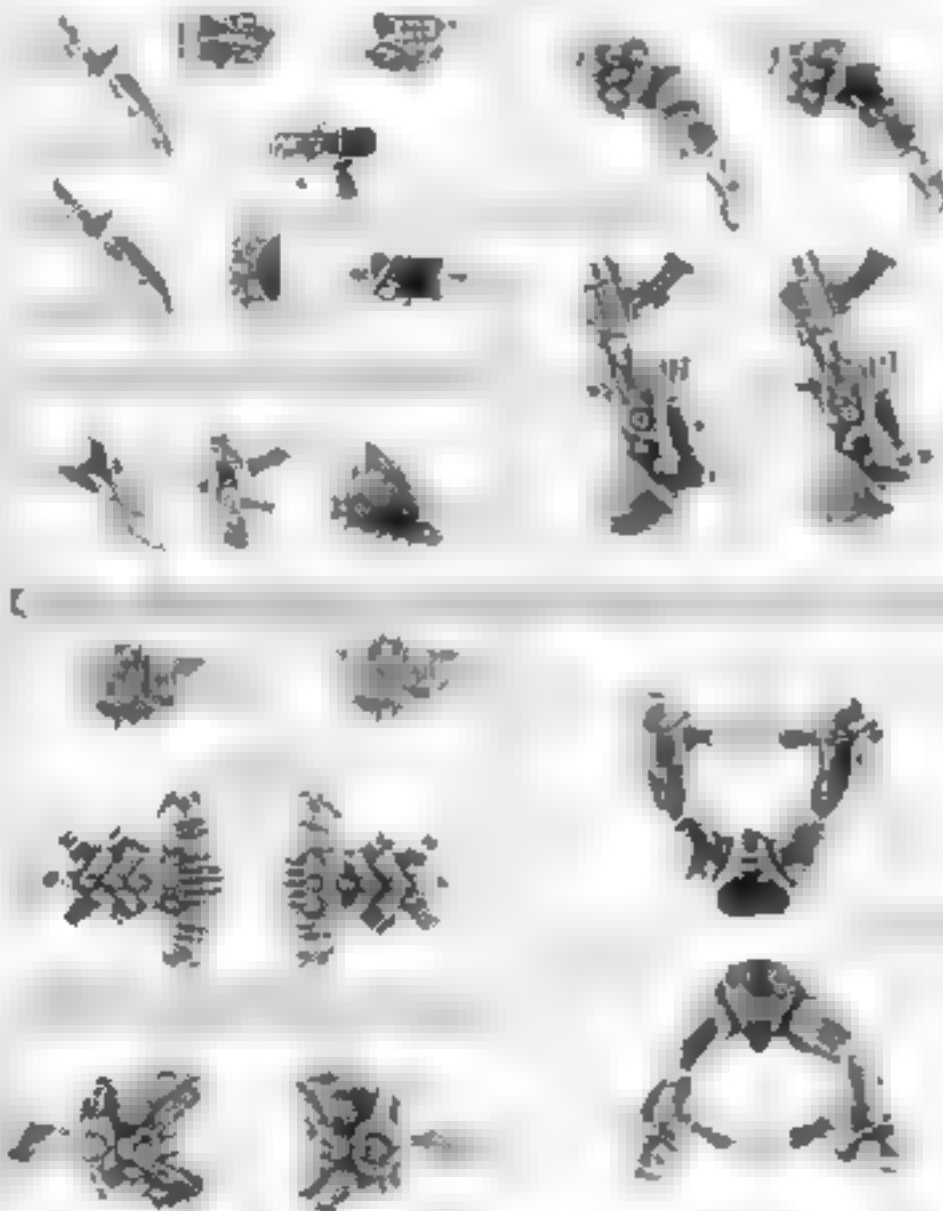
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MINIATURES

Designed by Jas Goodwin

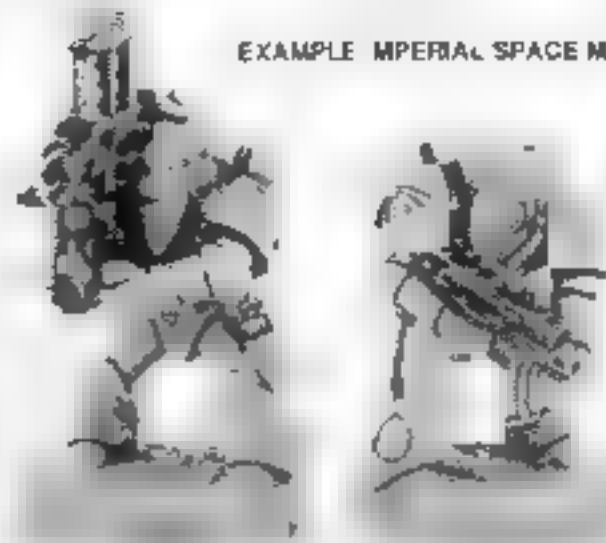
IMPERIAL SPACE MARINES



SPACE MARINE HEAVY WEAPONS SPRUE
RTB01 C

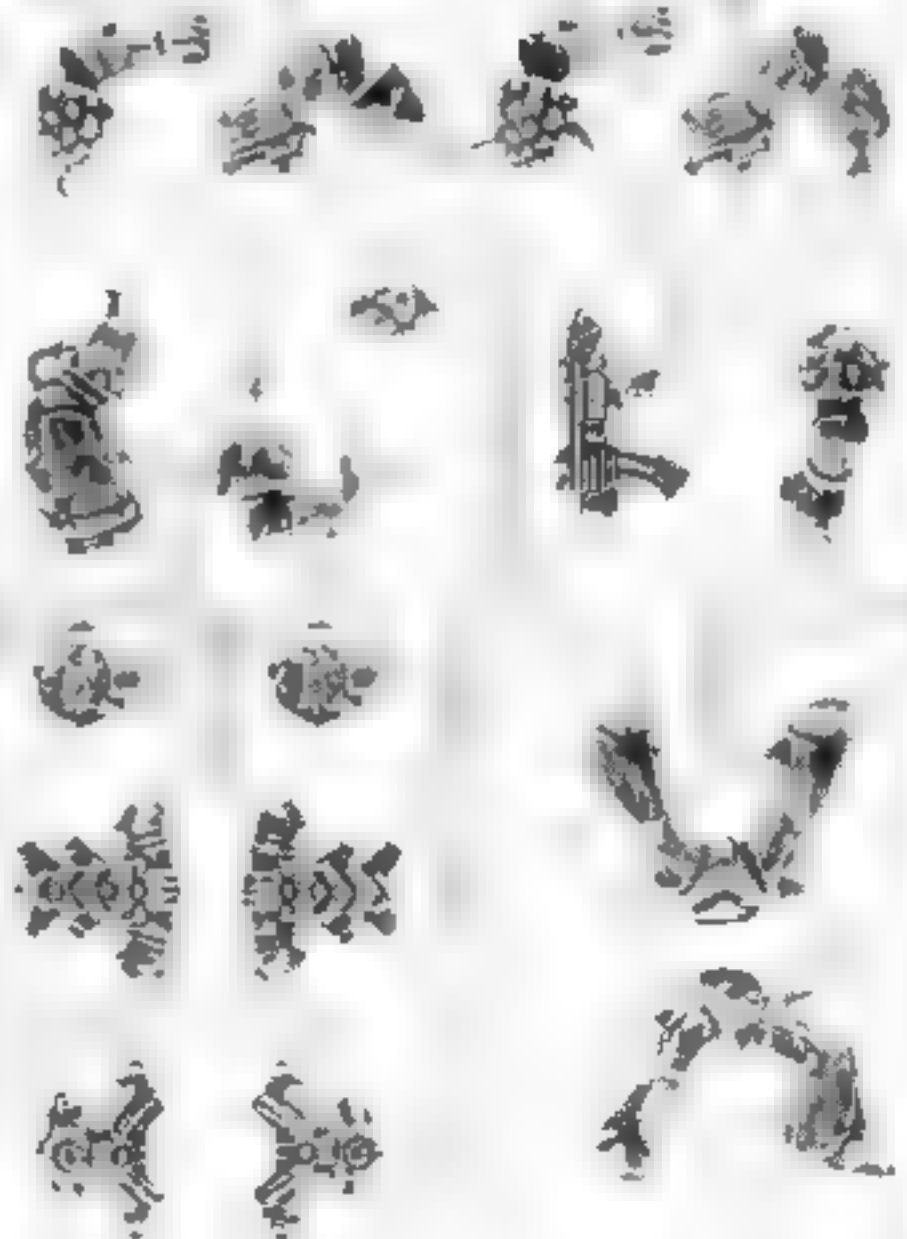
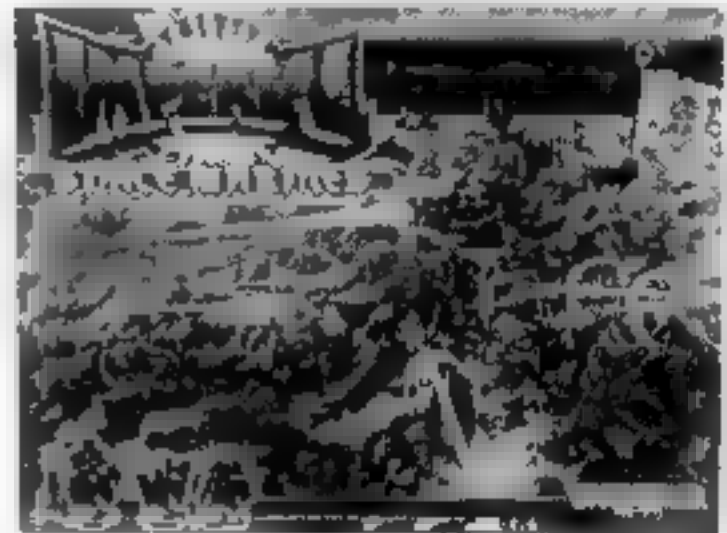


SPACE MARINES WITH BOLTERS SPRUE
RTB01 A



EXAMPLE IMPERIAL SPACE MARINES

This box set contains 17 sprues of highly detailed hard styrene plastic components with enough pieces to construct 30 Space Marine miniatures equipped with Mark 6 armour. These include heavy weapon operatives with missile launchers and flamers as well as personality models. Each box set contains 9 Space Marines with bolters sprue, 6 Space Marines with close combat sprue and 2 Space Marine heavy weapon sprue.

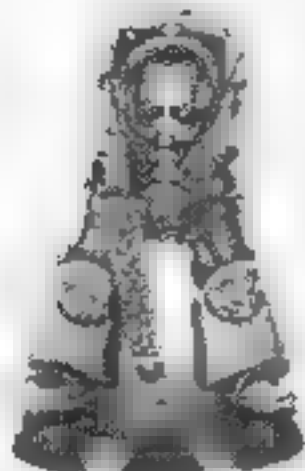


SPACE MARINE CLOSE COMBAT WEAPONS SPRUE
RTB01 B

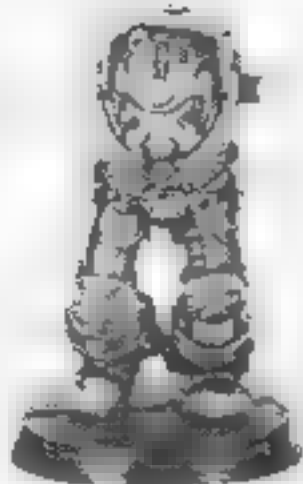


TERMINATORS

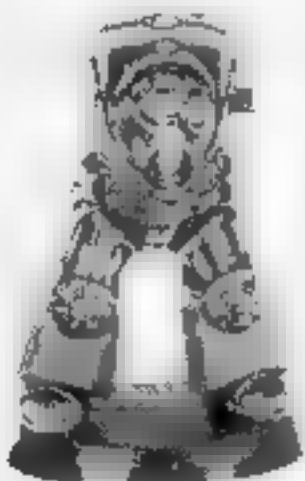
BODIES



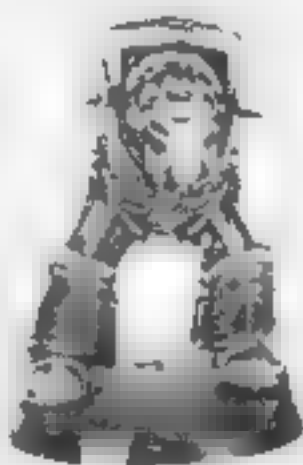
CAPTAIN
RTB9/7



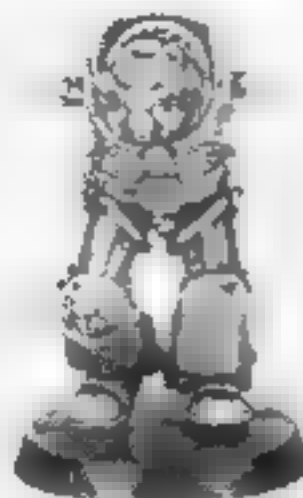
LIBRARIAN
RTB/6



MARINE 1
RTB9/5



MARINE 2
RTB9/4



MARINE 3
RTB9/3

EACH COMPLETE
TERMINATOR
CONSISTS OF:
1 x BODY
1 x LEFT ARM
1 x RIGHT ARM
1 x SHIELD
PLEASE STATE WHICH
ITEMS YOU REQUIRE
WHEN ORDERING

RIGHT ARMS



STORM BOLTER
RTB9/1



STORM BOLTER 2
RTB9/10



ASSAULT CANNON
(WILL TAKE SHIELD)
RTB9/8



HEAVY FLAMER
RTB9/9

THE COMPLETE TERMINATOR SQUAD BOXED SET CONTAINS

- | | |
|----------------|--------------------------------|
| 1 x CAPTAIN | 1 x FORCE AXE |
| 1 x LIBRARIAN | 1 x SERGEANT'S POWER SWORD ARM |
| 2 x MARINE 1 | 1 x CAPTAIN'S POWER FIST |
| 2 x MARINE 2 | 3 x STORM BOLTER 1 |
| 2 x MARINE 3 | 3 x STORM BOLTER 2 |
| 1 x SHIELD 2 | 1 x HEAVY FLAMER |
| 2 x SHIELD 3 | 1 x POWER FIST |
| 1 x CHAIN FIST | 1 x ASSAULT CANNON |



LEFT ARMS



POWER FIST
RTB9/2



FORCE AXE
(WILL TAKE SHIELD)
RTB9/3



CHAINFIST
RTB9/11



CAPTAIN'S POWER FIST
WITH GRENADE LAUNCHER
RTB9/12

SERGEANT'S POWER SWORD ARM
(WILL TAKE SHIELD)
RTB9/14



SHIELDS



SHIELD 1
070243-13



SHIELD 2
RTB9/15



SHIELD 3
RTB9/16

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 17, 18 AND 19 WILL ALSO FIT ON THESE TERMINATOR BODIES

Designed by Jes Goodwin

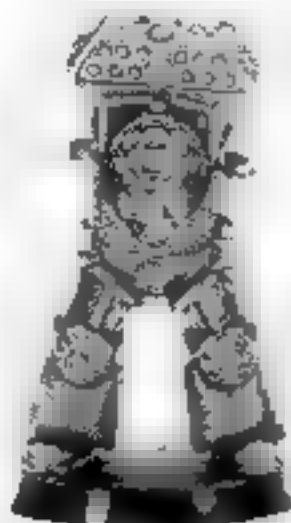
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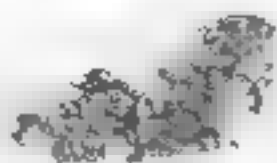
CITADEL
MINIATURES

TERMINATORS

CYCLONE TERMINATOR



CYCLONE
070204/5



MISSILE TARGETER ARM
070204/6

THE COMPLETE CYCLONE
TERMINATOR CONSISTS OF:
1 x CYCLONE BODY
1 x MISSILE TARGETER ARM
1 x RIGHT ARM
PLEASE STATE WHICH
RIGHT ARM YOU REQUIRE
WHEN ORDERING

RIGHT ARMS

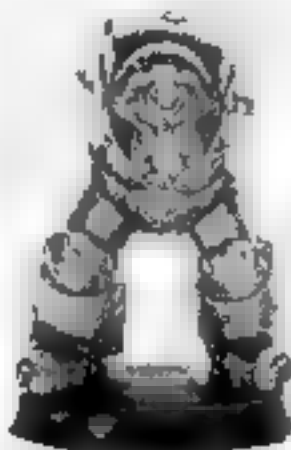


STORM BOLTER
RTB9/1



STORM BOLTER 2
RTB9/0

CLOSE COMBAT TERMINATORS



CLOSE COMBAT
070204/12



RIGHT LIGHTNING CLAW
070204/13



LEFT LIGHTNING CLAW
070204/14

THE COMPLETE LIGHTNING CLAW TERMINATOR CONSISTS OF:
1 x CLOSE COMBAT BODY
1 x RIGHT LIGHTNING CLAW
1 x LEFT LIGHTNING CLAW



THUNDER HAMMER
070204/15



SHIELD MOUNT ARM
070204/16



STORM SHIELD 1
070204/24



STORM SHIELD 2
070204/25

THE COMPLETE THUNDER HAMMER AND STORM SHIELD
TERMINATOR CONSISTS OF:
1 x CLOSE COMBAT BODY
1 x THUNDER HAMMER
1 x SHIELD MOUNT ARM
1 x STORM SHIELD
PLEASE STATE WHICH STORM SHIELD YOU REQUIRE
WHEN ORDERING

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN
ON PAGES 16, 18 AND 19 WILL ALSO FIT ON THESE TERMINATOR BODIES

EXAMPLES OF THE COMPLETED LIGHTNING CLAW, THUNDER HAMMER AND STORM SHIELD AND CYCLONE TERMINATOR MODELS



TERMINATORS

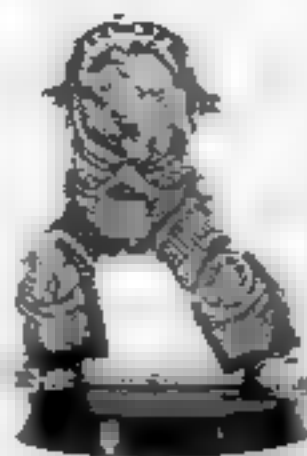
GREY KNIGHT TERMINATORS



GREY KNIGHT 1
070204/2



GREY KNIGHT 2
070243/5



GREY KNIGHT 3
070243/6

EACH COMPLETE GREY KNIGHT
TERMINATOR CONSISTS OF
1x GREY KNIGHT BODY
1x GREY KNIGHT LEFT ARM
1x GREY KNIGHT RIGHT ARM
1x NEMESIS FORCE WEAPON
1x SHIELD
PLEASE STATE WHICH
ARMS, SHIELD AND NEMESIS
FORCE WEAPON YOU REQUIRE
WHEN ORDERING

NEMESIS FORCE WEAPONS



NEMESIS FORCE HALBERD
070204/4



NEMESIS FORCE GREAT SWORD
070243/1

GREY KNIGHT RIGHT ARMS



GREY KNIGHT
RIGHT ARM 1
070204/1



GREY KNIGHT
RIGHT ARM 2
070243/7



GREY KNIGHT
RIGHT ARM 3
070243/8

GREY KNIGHT LEFT ARMS



GREY KNIGHT
LEFT ARM 1
070204/3



GREY KNIGHT
LEFT ARM 2
(WILL TAKE SHIELD)
070243/9



GREY KNIGHT
LEFT ARM 3
(WILL TAKE SHIELD)
070243/10

SHIELDS



SHIELD 1
070243/3



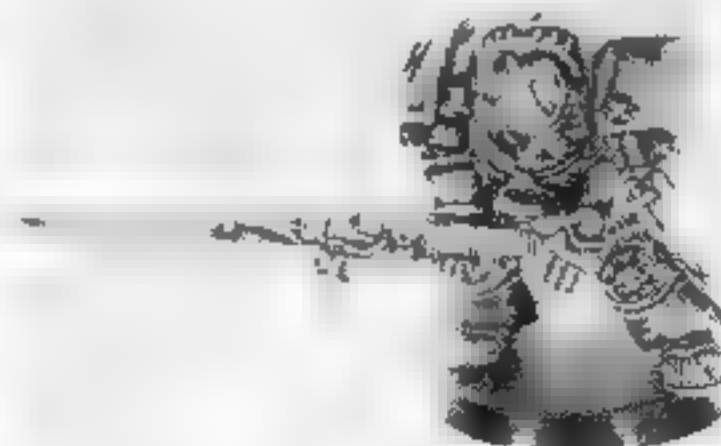
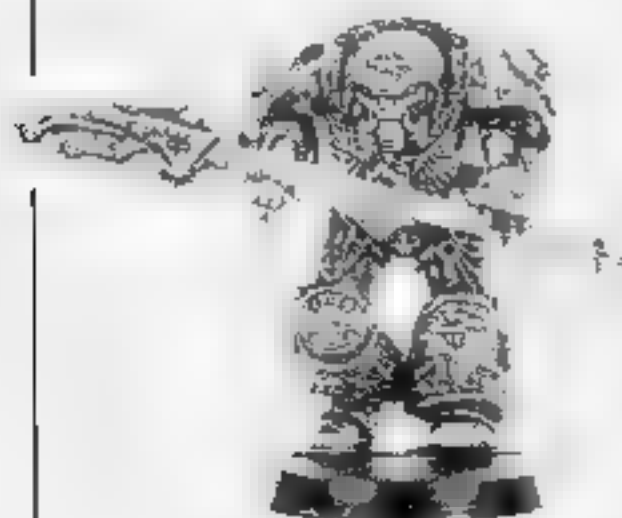
SHIELD 2
RTB 5



SHIELD 3
RTB 16

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 16, 17 AND 18 WILL ALSO FIT ON THESE TERMINATOR BODIES

EXAMPLES OF THE COMPLETED GREY KNIGHT TERMINATOR MODELS



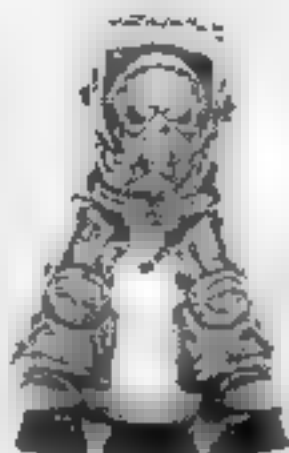
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Designed by Jes Goodwin

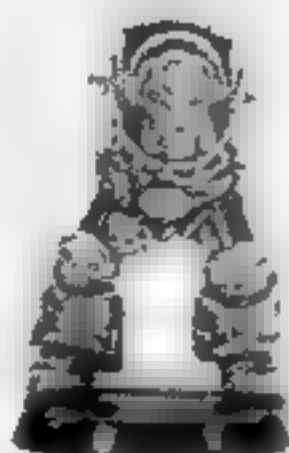
TERMINATORS

TRAITOR TERMINATORS

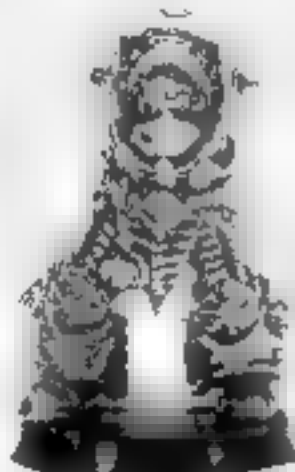
TRAITOR RIGHT ARMS



TRAITOR 1
070204/10



TRAITOR 2
070204/8



TRAITOR CAPTAIN
070243/9

TERMINATOR
CONSISTS OF
1 x TRAITOR BODY
1 x TRAITOR LEFT ARM
1 x TRAITOR RIGHT ARM
PLEASE STATE
WHICH ARMS
YOU REQUIRE
WHEN ORDERING



TRAITOR STORM BOLT ER 1
070243/2



TRAITOR STORM BOLT ER 2
070204/7



TRAITOR ASSAULT CANNON
070243/1



TRAITOR HEAVY FLAMER
070243/15

TRAITOR LEFT ARMS



DAEMON SWORD
070243/4



TRAITOR POWER SWORD
070243/14



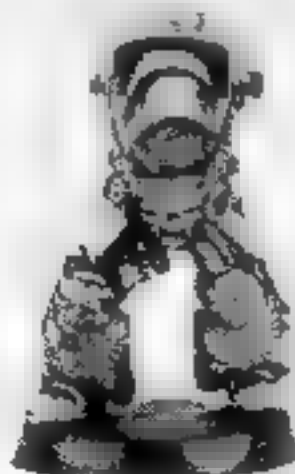
TRAITOR POWER FIST
070204/9



TRAITOR CHAIN FIST
070204/11

NOTE THAT ALL OF THE TERMINATOR ARMS AND WEAPONS SHOWN ON PAGES 16, 17 AND 18 WILL ALSO FIT ON THESE TERMINATOR BODIES

INQUISITOR TERMINATORS



DAEMON HUNTER
070204/22



INQUISITOR
070204/19



COMBI-WEAPON ARM
070204/8



PSYCANNON ARM
070204/21

INQUISITOR POWER FIST
WITH DIGITAL WEAPONS



FORCE ROD ARM
070204/23

EACH COMPLETE INQUISITOR TERMINATOR CONSISTS OF
1 x INQUISITOR BODY
1 x COMBI-WEAPON ARM OR PSYCANNON ARM
1 x INQUISITOR POWER FIST OR FORCE ROD ARM
PLEASE STATE WHICH ARMS YOU REQUIRE WHEN ORDERING





STEPHEN TAPPIN

MARINE SCOUTS

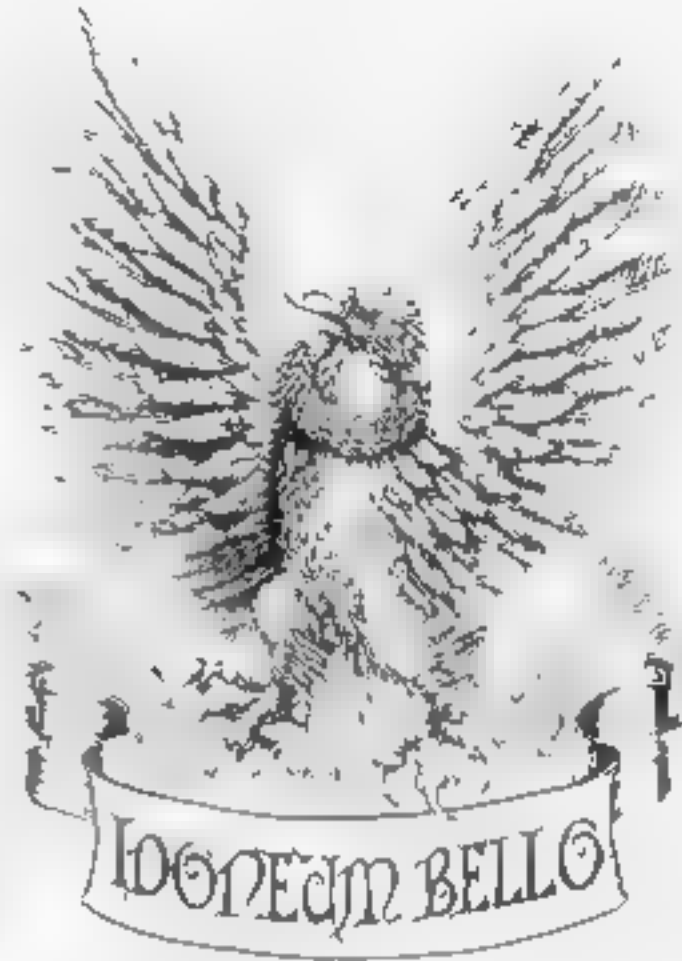
Designed by the Citadel Design Team



BOLTER AND HORNED
SHOULDER PAD
070295/5



SHURIKEN CATAPULT
AND BIONIC EYE
070295/4



BOLT PISTOL AND
COMBAT KNIFE 1
070295/10



LAS GUN AND
PUNCH DAGGER
070295/8



BOLTER 1
070295/11



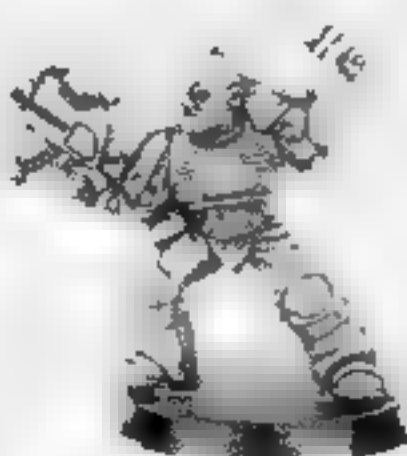
BOLT PISTOL AND
COMBAT KNIFE 2
070295/12



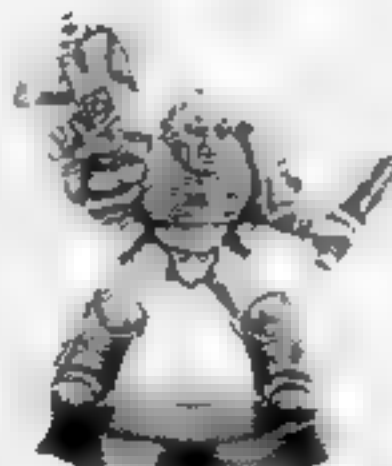
BOLT PISTOLS
070295/9



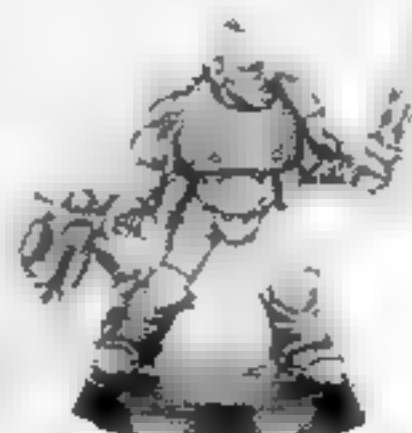
BOLTER 2
070295/8



BOLT PISTOL AND
COMBAT KNIFE 3
070295/1



BOLT PISTOL AND
COMBAT KNIFE 4
070295/3



BOLT PISTOL AND
COMBAT KNIFE 5
070295/2



BOLT PISTOL
070295/ 3

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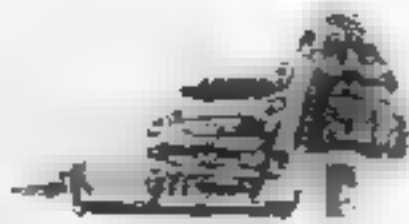
MARINES ON BIKES

THE COMPLETE JET BIKE WITH SPACE MARINE RIDER CONSISTS OF:
 1 x JET BIKE FAIRING
 1 x STABILIZER FIN
 1 x RIDER'S BODY
 1 x JET ENGINE
 1 x RIDER'S LEGS

PLEASE STATE WHICH RIDER'S BODY AND LEGS YOU REQUIRE WHEN ORDERING



THIS IS AN EXAMPLE OF A COMPLETED JET BIKE WITH SPACE MARINE RIDER



JET BIKE FAIRING WITH TWIN BOLTER MOUNTS
072060/17



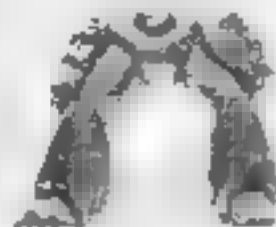
JET ENGINE
072060/18



STABILIZER FINS
072060/19

SPACE MARINE RIDERS

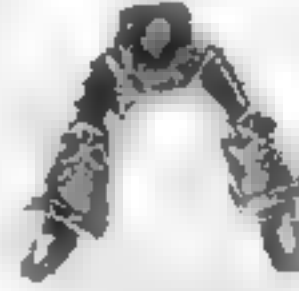
ALL OF THESE MODELS WILL FIT ON THE JET BIKE AND THE BIKE. THESE MODELS ARE ALSO SUPPLIED WITH A SPACE MARINE BACK PACK AND BANNER POLE SPRUE AS STANDARD



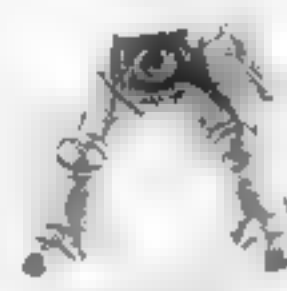
LEGS 1
070160/6



LEGS 2
070160/20



CHAPLAIN LEGS 1
070160/11



CHAPLAIN LEGS 2
070160/8



MEDIC AND CHAIN SWORD
070160/12



TECHMARINE AND BOLT PISTOL
070160/5



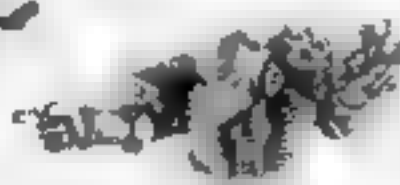
MARINE AND SCANNER
070160/14



CHAPLAIN AND BANNER
070160/10



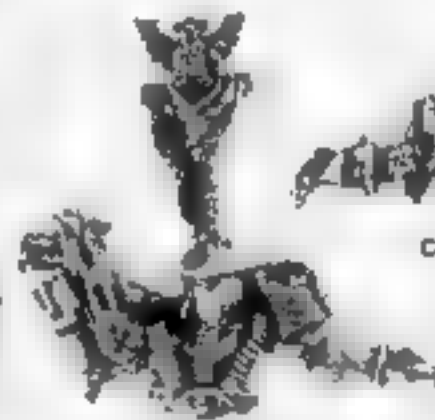
TECHMARINE AND WRENCH
070160/13



MARINE AND BOLT PISTOL
070160/16



MARINE AND BOLTER
070160/9



CHAPLAIN AND DEVOTION BANNER
070160/7



BIKE WITH TWIN BOLTER MOUNTS
072060/1



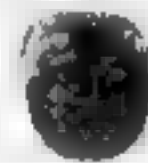
BIKE FAIRING 1
072060/2A



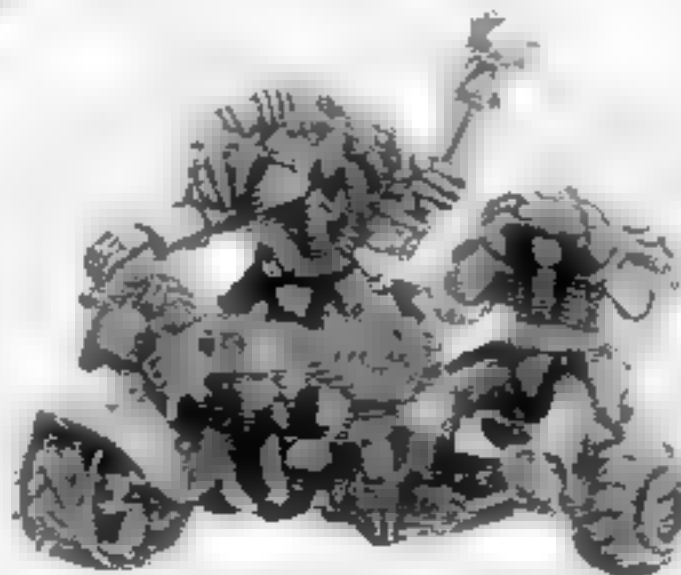
BIKE FAIRING 2
072060/2B



SIDECAR MULTI-MELTA
070160/4



SIDECAR SEAT
070160/5



THE COMPLETE BIKE WITH SPACE MARINE RIDER CONSISTS OF:

- 1 x BIKE
- 1 x SIDE CAR CHASSIS
- 1 x SIDE CAR SEAT
- 1 x SIDECAR MULTI-MELTA
- 1 x BIKE FAIRING
- 2 x RIDER'S BODIES
- 2 x RIDER'S LEGS

PLEASE STATE WHICH RIDER'S BODIES AND BIKE FAIRING YOU REQUIRE WHEN ORDERING



SIDECAR CHASSIS
070160/3

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CITADEL MINIATURES

Designed by Alan Perry with the Citadel Design Team

LAND SPEEDER

THE COMPLETE LAND SPEEDER CONSISTS OF

- | | |
|---------------------------|------------------|
| 1 x CHASSIS | 2 x SEAT'S |
| 1 x ENGINE MOUNT | 2 x ENGINES |
| 1 x BANNER POLE | 1 x HEAVY BOLTER |
| 1 x DRIVER | 1 x RIDER |
| 1 x HEAVY BOLTER MOUNTING | |
| 1 x SWIVEL MOUNTED WEAPON | |

PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN ORDERING



THIS IS AN EXAMPLE OF A COMPLETED LAND SPEEDER WITH SPACE MARINE RIDERS



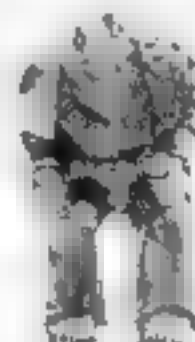
THIS IS AN EXAMPLE OF A COMPLETED LAND SPEEDER WITH IMPERIAL GUARD RIDERS



CHASSIS
RTB3/F



MARINE RIDER
RTB3/A



DRIVER
RTB3/B



SEAT
RTB3/H



ENGINE MOUNT
RTB3/C



IMPERIAL GUARD RIDER
072156/1



IMPERIAL GUARD DRIVER
072156/2



ENGINE
RTB3/G



HEAVY BOLTER MOUNTING
072155/5



HEAVY BOLTER
072155/4



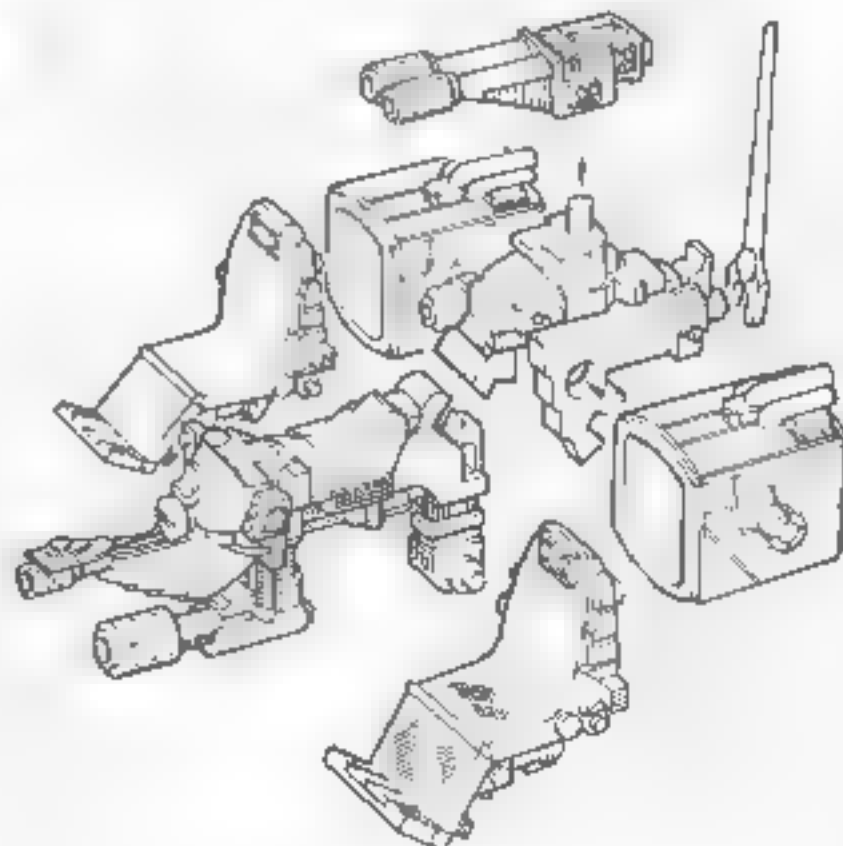
SWIVEL MOUNTED
MULTI MELTA
RTB3/E



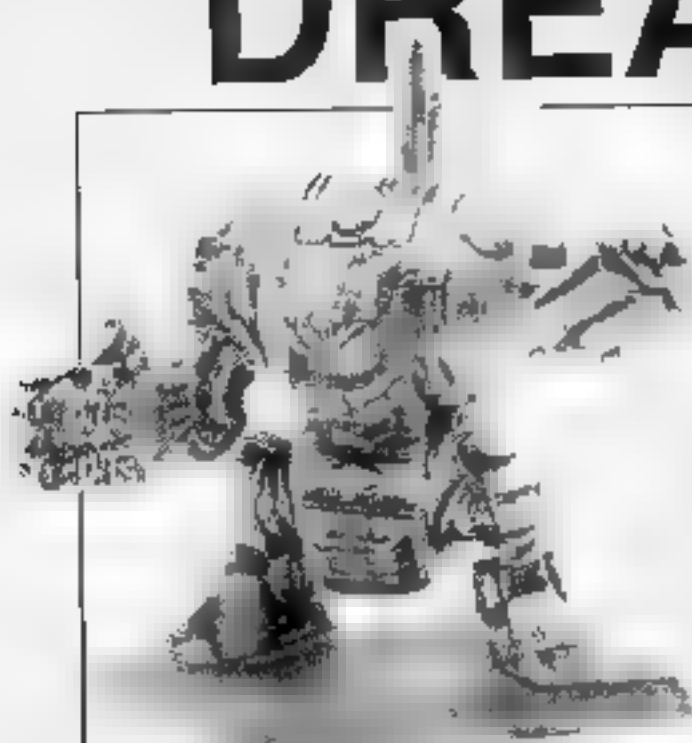
SWIVEL MOUNTED
HEAVY PLASMA GUN
072155/3



BANNER POLE
RTB3/D



DREADNOUGHTS



EXAMPLE OF AN ASSEMBLED
FURIBUNDUS CLASS DESTROYER
DREADNOUGHT
(FURY)



DREADNOUGHT
BODY
070184/2

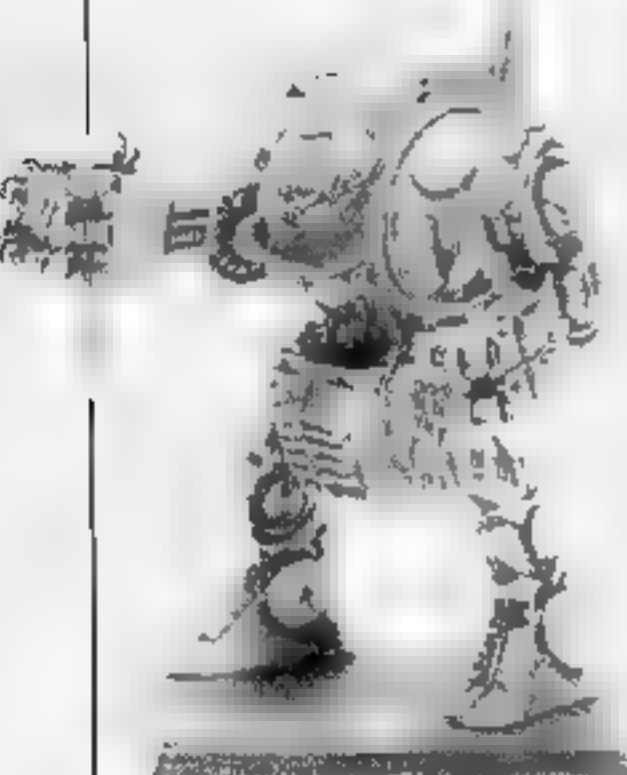
WIDE DREADNOUGHT
BODY
070184/9



MISSILE LAUNCHER ARM
070184/8



THIS MODEL WILL REQUIRE ASSEMBLY
AS SHOWN IN THE EXAMPLE ABOVE



EXAMPLE OF AN ASSEMBLED
CONTEMPTOR CLASS CLOSE
ASSAULT DREADNOUGHT
(CHUCK)



SHOULDER WEAPON
MOUNT
070184/6



LAS-CANNON ARM
070184/10



RIGHT SINGLE BOLTER ARM
070184/7



THIS MODEL WILL REQUIRE ASSEMBLY
AS SHOWN IN THE EXAMPLE ABOVE



RIGHT DOUBLE
BOLTER ARM
070184/1



LEFT DOUBLE
BOLTER ARM
070184/3



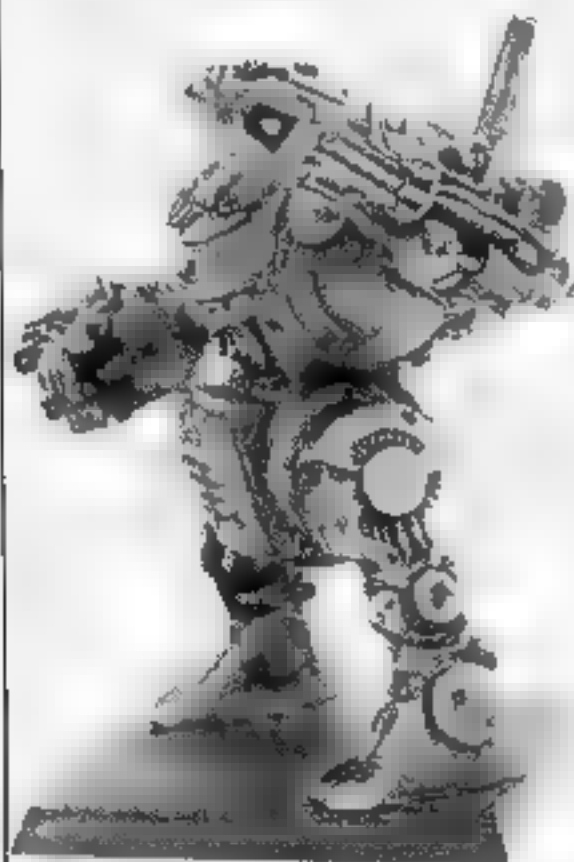
RIGHT LEG
070184/12



LEFT LEG
070184/11



THIS MODEL WILL REQUIRE ASSEMBLY
AS SHOWN IN THE EXAMPLE ABOVE



EXAMPLE OF AN ASSEMBLED
DEREDEO CLASS ATTACK SUPPORT
DREADNOUGHT
(EDDY)



LONG RIGHT LEG
070184/4



LONG LEFT LEG
070184/5

THE COMPLETE DREADNOUGHT CONSISTS OF:
1 x BODY 2 x ARMS OR WEAPONS
2 x LEGS 2 x SHOULDER WEAPON MOUNTS

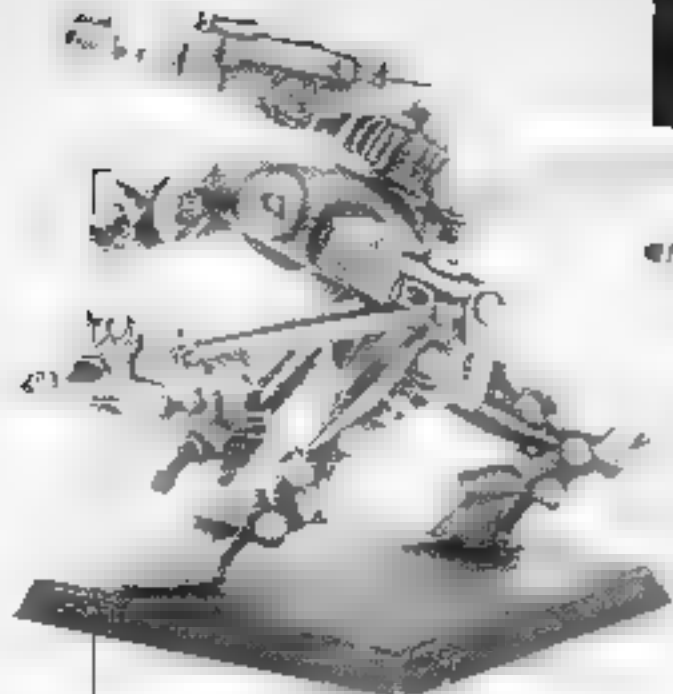
ALL THE ARMS, LEGS, BODIES AND WEAPONS
OF THESE MODELS ARE INTERCHANGEABLE



CITADEL
MINIFIGURES

Designed by the Citadel Design Team

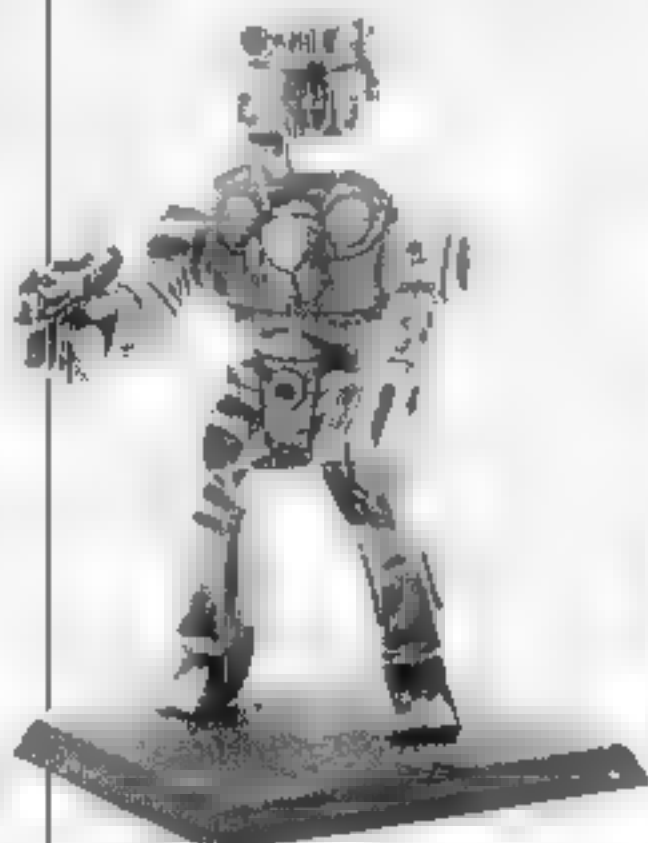
ROBOTS



EXAMPLE OF A
CRUSADER ROBOT



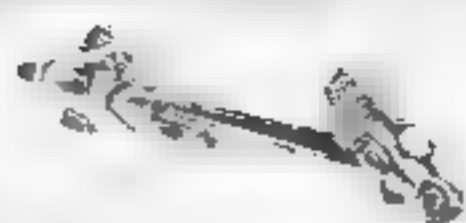
CRUSADER BODY
070 84/34



EXAMPLE OF A
COLOSSUS ROBOT



EXAMPLE OF A
CONQUEROR ROBOT



LEFT POWER SWORD ARM
070184/35



LEFT ARM WITH FLAMER
070184/24



LEFT POWER GLOVE ARM
070184/28



SIEGE HAMMER ARM
070184/33



RIGHT POWER SWORD ARM
070 84/35



RIGHT ARM WITH BOLTER
070184/23



RIGHT POWER GLOVE ARM
070184/30



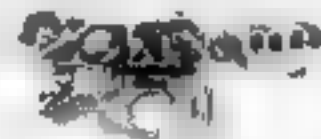
AUTO CANNON ARM
070184/27



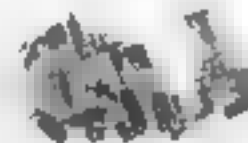
BACK MOUNTED LAS-CANNON
070184/20



BACK MOUNTED HEAVY BOLTER
070184/25



BACK MOUNTED MELTA GUN
070184/31



BACK WEAPON MOUNT
070184/21

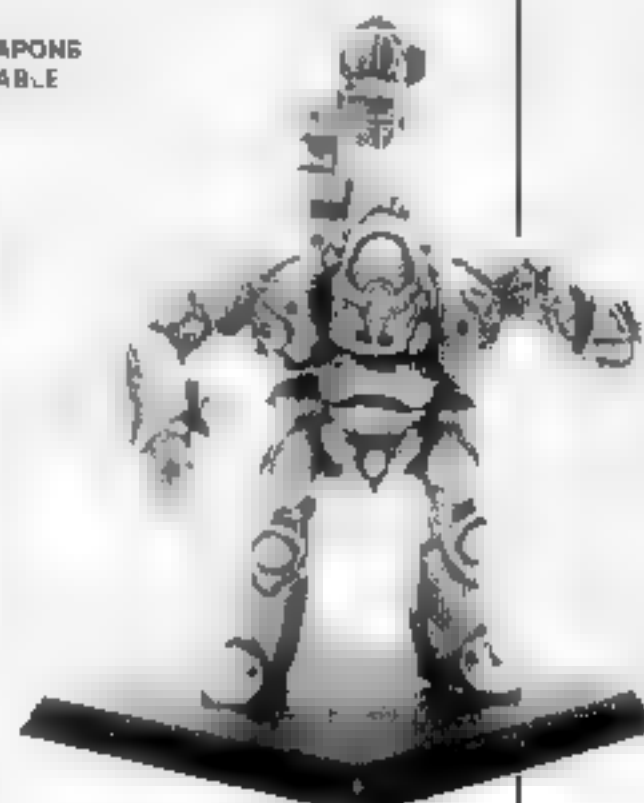
ALL THE ARMS AND BACK MOUNTED WEAPONS
OF THESE MODELS ARE INTERCHANGEABLE



COLOSSUS BODY
070 84/32



CASTELLAN BODY
070184/29



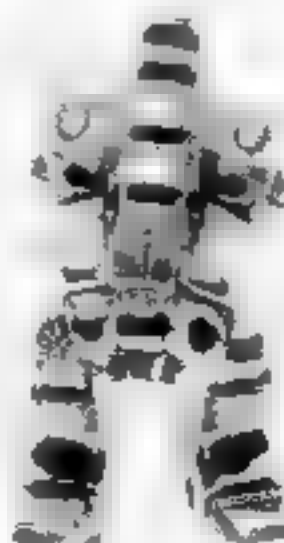
EXAMPLE OF A
CASTELLAN ROBOT

EACH COMPLETE ROBOT CONSISTS OF:

1 x BODY 1 x BACK WEAPON MOUNT
2 x ARMS 1 x BACK MOUNTED WEAPON



CONQUEROR BODY
070184/28



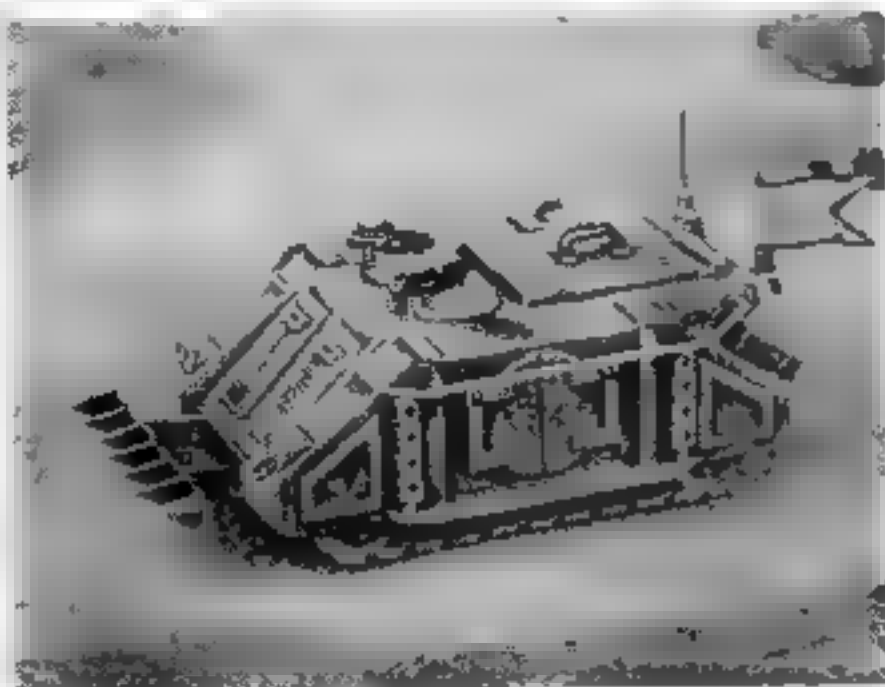
CATAPHRACT BODY
070184/22



EXAMPLE OF A
CATAPHRACT ROBOT



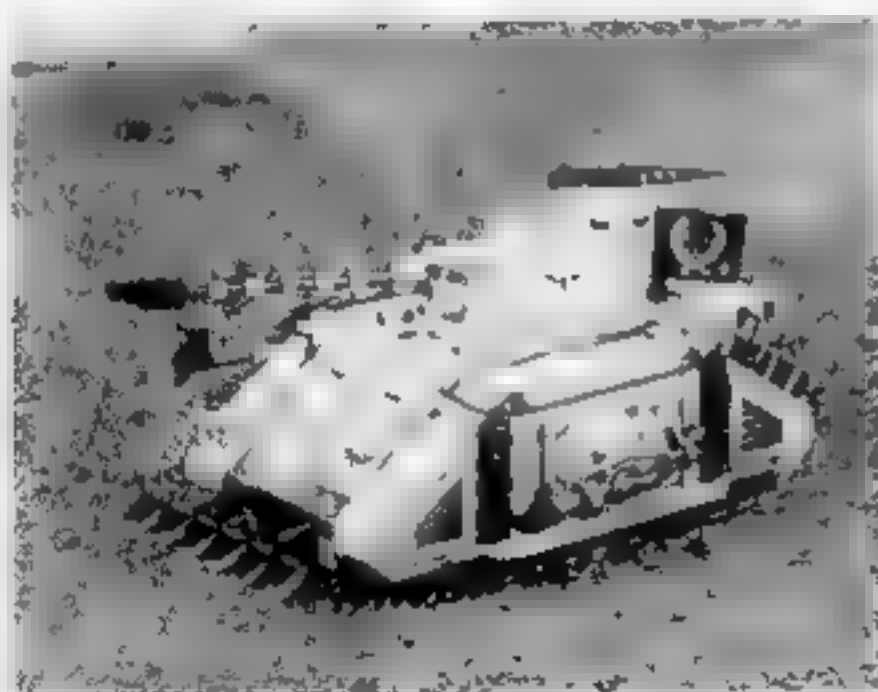
RHINO & PREDATOR



The Imperial warrior is part of the most potent fighting force of the 41st Millennium. That force must be ready to move at a moment's notice, to meet and defeat the enemies of Mankind throughout the galaxy. Their battlefield transport is the Rhino Armoured Personnel Carrier, a vehicle tough enough to take a full squad to the heart of the fighting whilst packing the considerable punch of twin Bolt Guns.



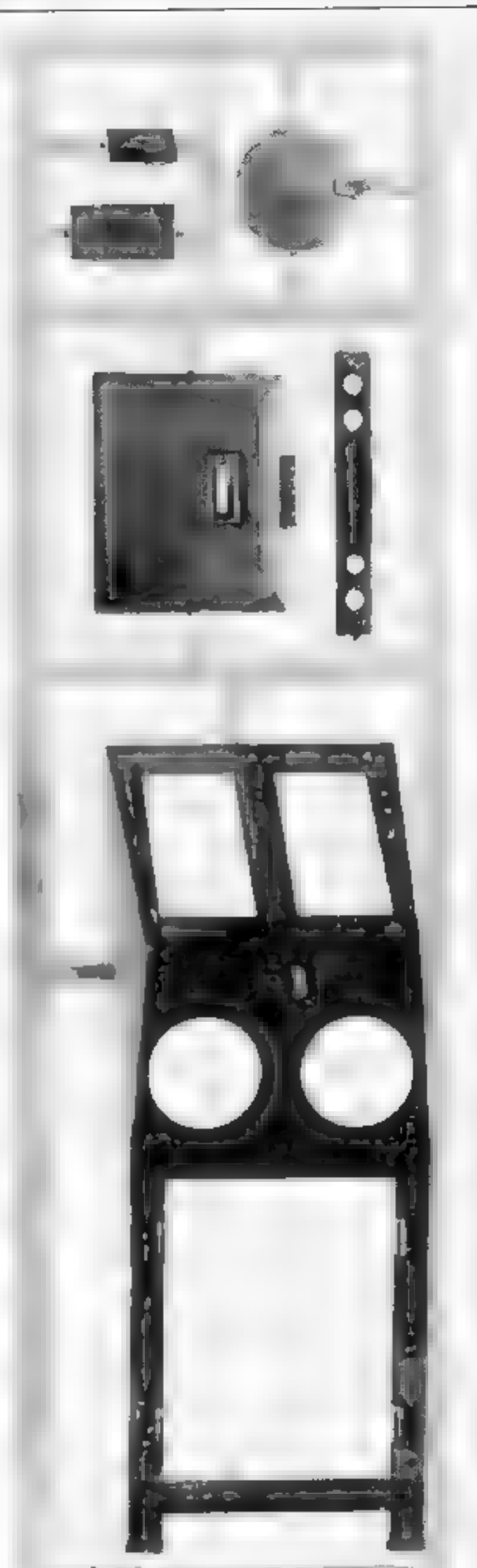
EACH RHINO KIT CONSISTS OF:
2x RHINO TRACK SPRUES
2x RHINO CHASSIS SPRUES



The Predator is the Imperium's assault tank, combining highly effective firepower with mobility. Designed around the standard Rhino APC chassis, the Predator is armed with a pair of ice-cannon and a turret-mounted auto-cannon. It is widely used by both the Space Marines and the Imperial Guard as an assault vehicle, breaking through enemy lines at the head of the advancing troops or moving rapidly across the battlefield using its heavy firepower to stop the enemy dead.



EACH PREDATOR KIT CONSISTS OF:
1x PREDATOR CHASSIS SPRUE
1x RHINO CHASSIS SPRUE
2x RHINO TRACK SPRUES



RHINO CHASSIS SPRUE
102142

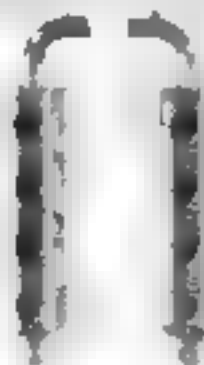
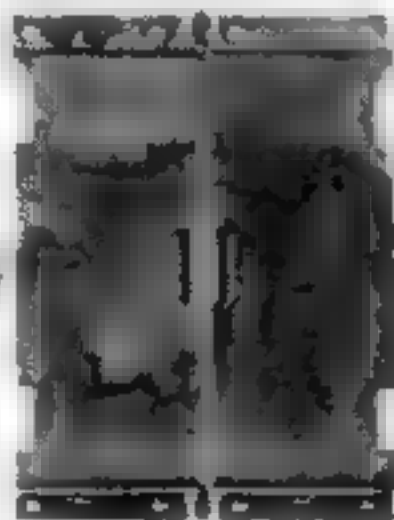
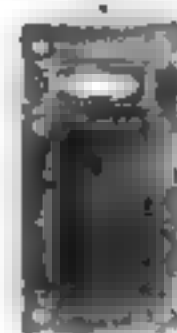
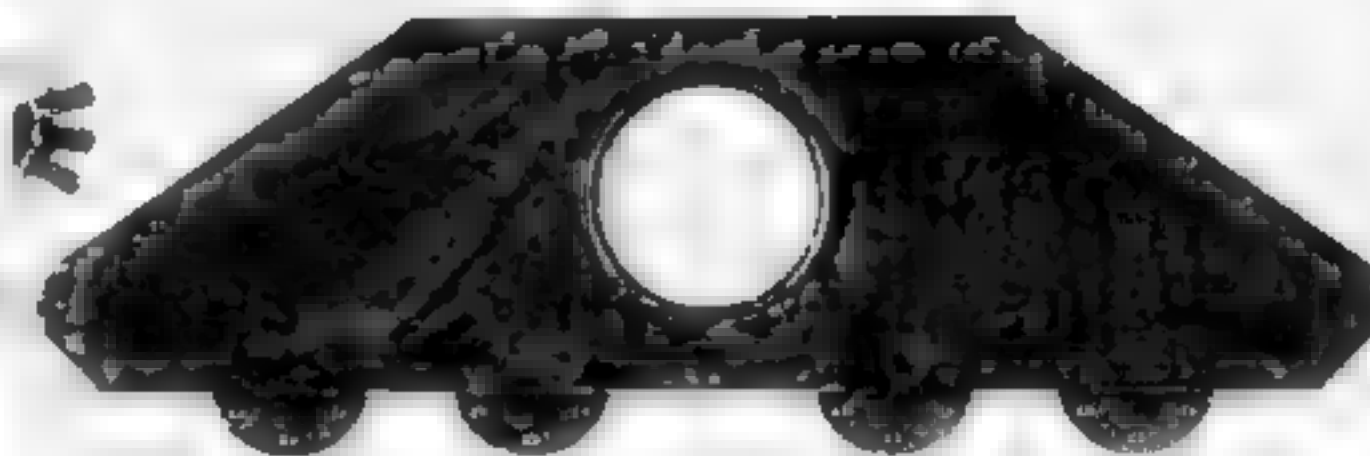
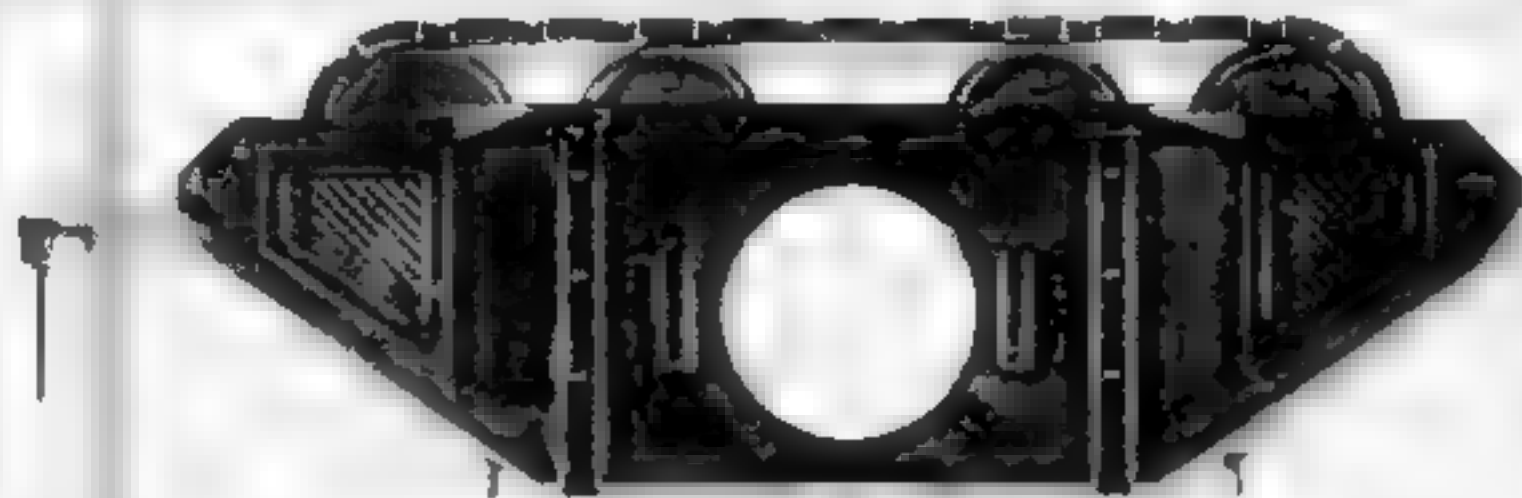
Minifigures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
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CITADEL
MINIATURES

Designed by the Citadel Design Team

RHINO



NO TRACK SPRUE
102'28

Minatures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
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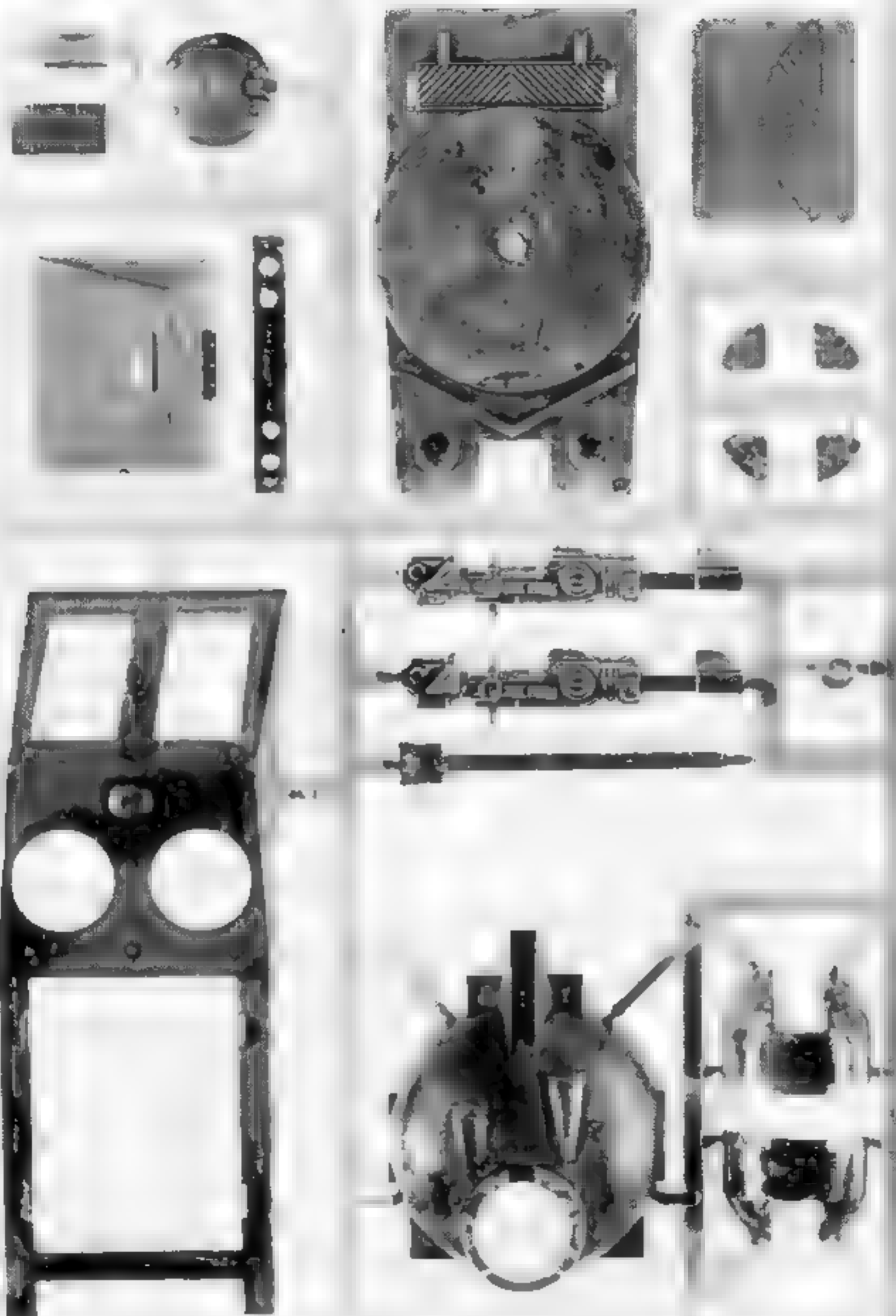
PREDATOR

Minatures supplied unpainted. **WARNING:** This product contains lead which may be harmful if chewed or swallowed. Craded Minatures are not recommended for children under 14 years of age.

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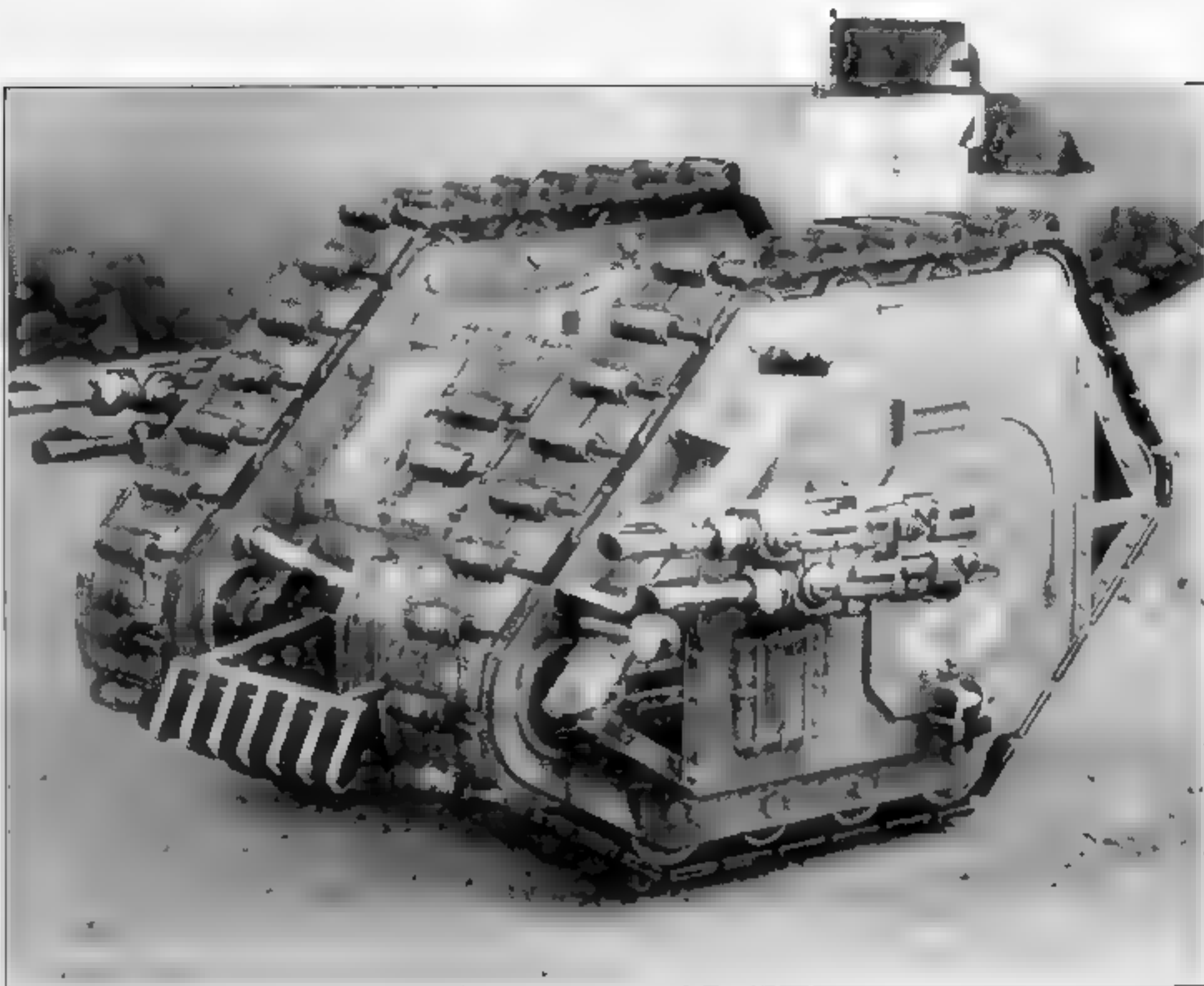


CITADEL
MINIFIGURES



PREDATOR CHASSIS SPRUE
131402

LAND RAIDER



MODEL REQUIRES ASSEMBLY BANNERS NOT INCLUDED

Bring the formidable firepower of the Imperial Main Battle Tank to your table top. With Citadel's plastic Land Raider kit you can assemble a highly detailed 41st Millennium tank, complete with two heavy bolters, dual mounted las-cannons and Imperial insignia decals. This model requires assembly. We recommend that you use Citadel polystyrene cement (see page 156).



EACH LAND RAIDER KIT CONSISTS OF
1x LAND RAIDER CHASSIS SPRUE
2x LAND RAIDER TRACK SPRUES

Designed by the Citadel Design Team

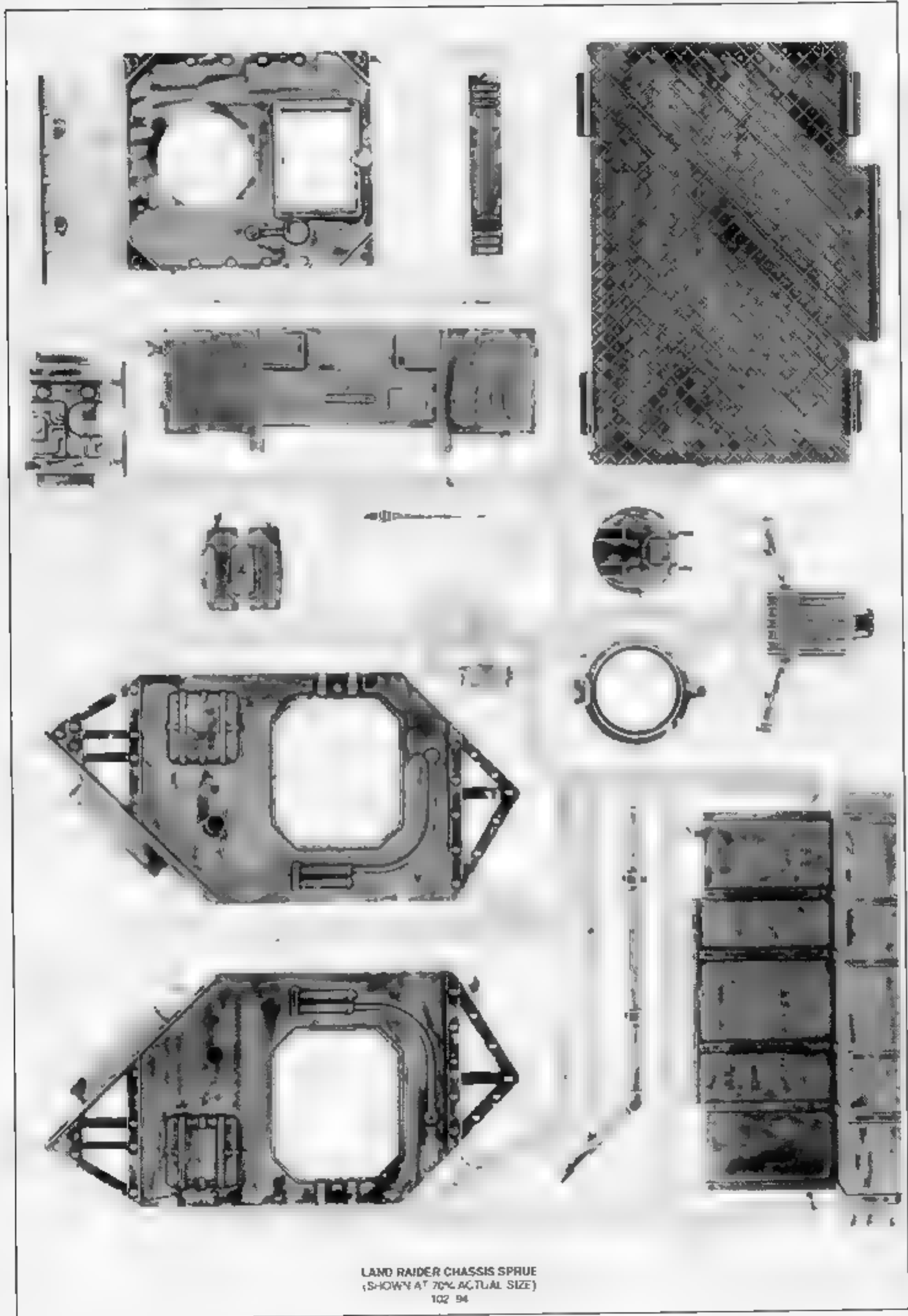


LAND RAIDER

Miniatures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
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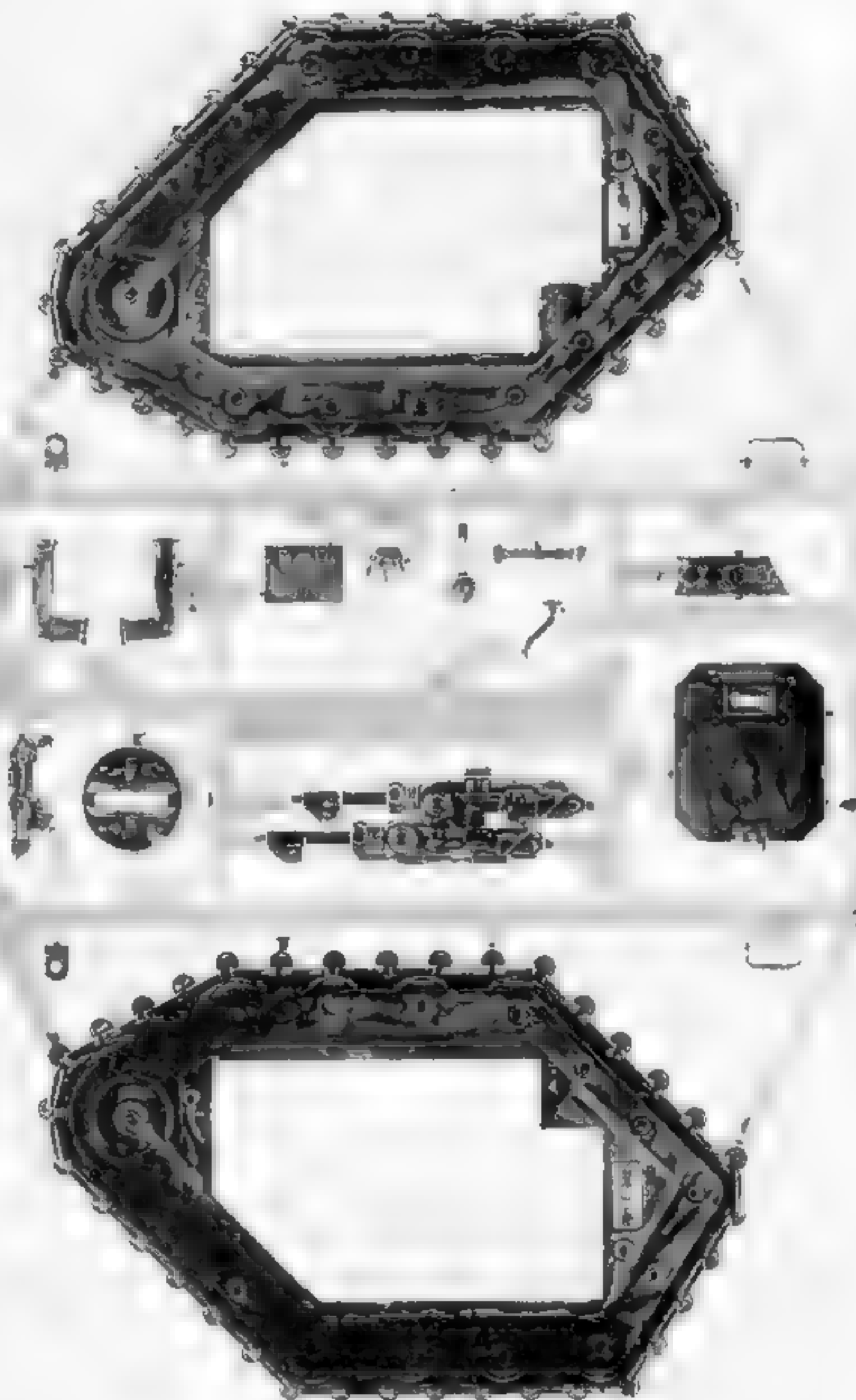


CITADEL
MINIATURES



LAND RAIDER CHASSIS SPRUE
(SHOWN AT 70% ACTUAL SIZE)
102 94

LAND RAIDER



SHOWN AT 70% ACTUAL SIZE
02 5

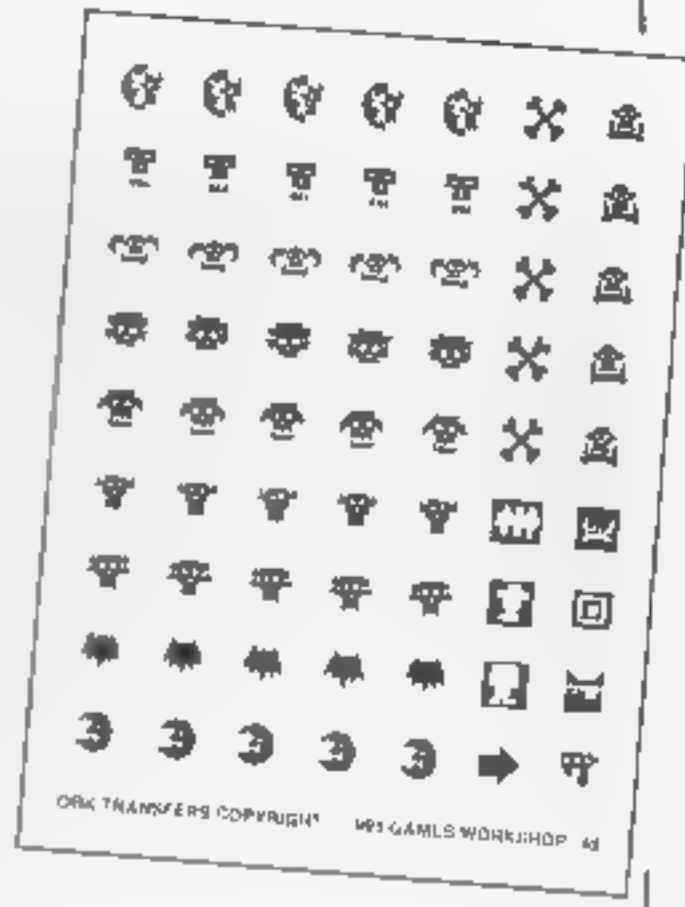
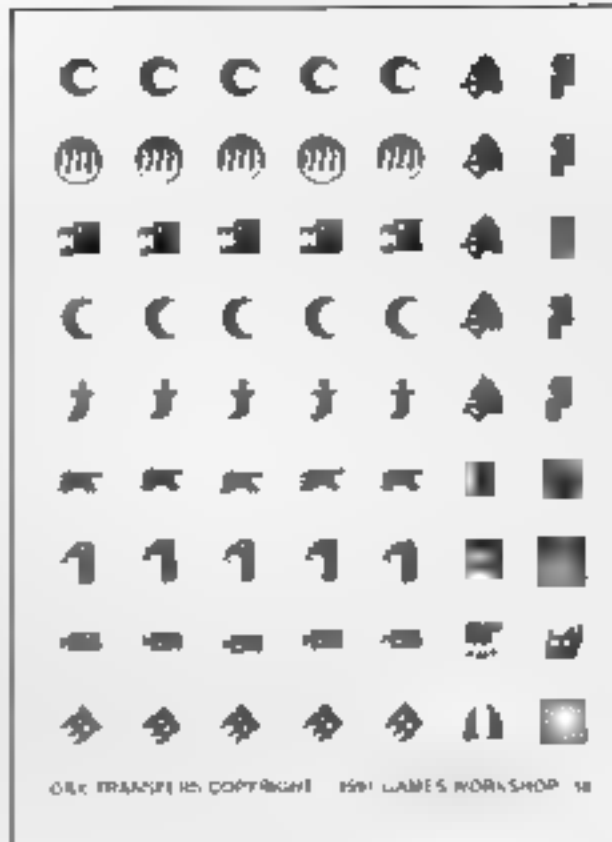
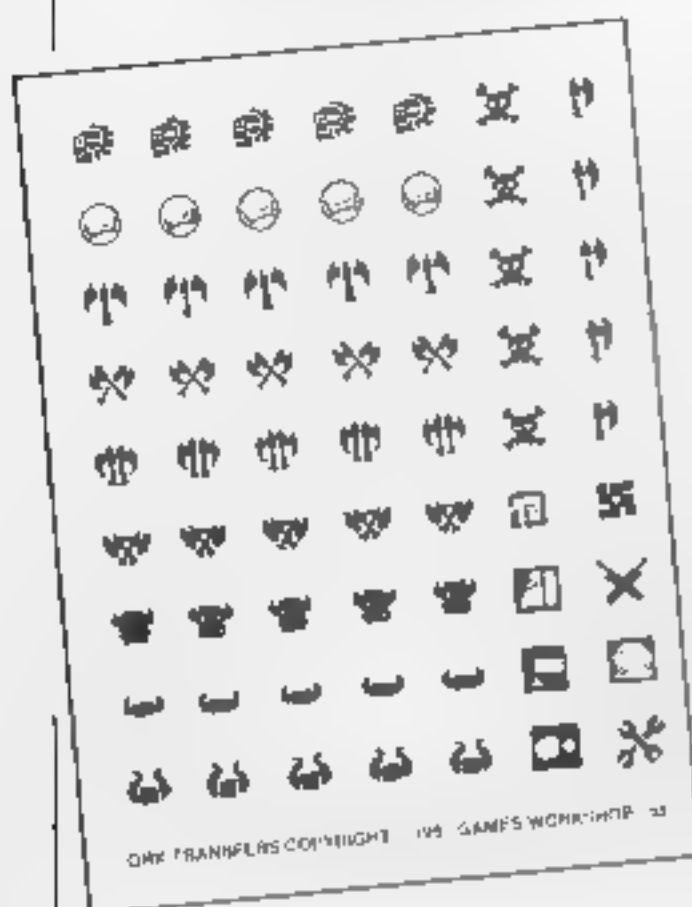
Minatures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
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ORK TRANSFERS

ORK TRANSFER SHEET 1
00409/1

ORK TRANSFER SHEET 2
100409/2

ORK TRANSFER SHEET 3
00409/3



The Ork Transfer set adds a whole new dimension to your Warhammer 40,000 Miniature painting and modelling. Each basic pack contains 15 sheets of water slide glyphs for the six largest Ork Clans: Goths, Evil Sunz, Bad Moons, Blood Axes, Snake-bites and Death Skulls. As well as providing backplate designs, the transfers can be used for detailing Ork vehicles and banners.

Mail Order customers can specify any combination of sheets to make up the set. Note that each sheet of Ork transfers is multi-coloured.

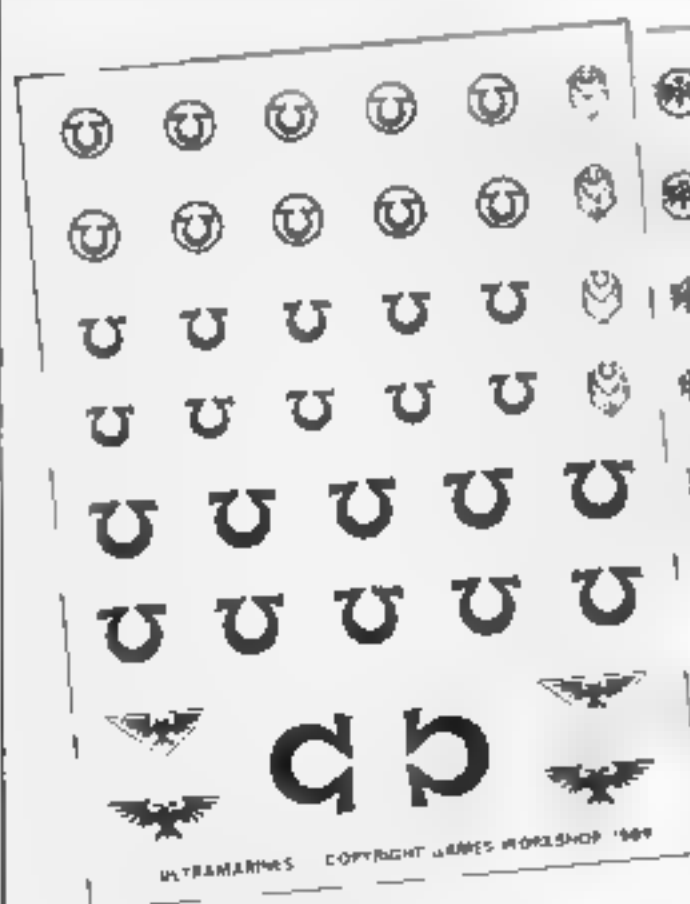
SPACE MARINE TRANSFERS

ULTRAMARINES TRANSFER SHEET
101642

DARK ANGELS TRANSFER SHEET
101642/2

BLOOD ANGELS TRANSFER SHEET
101642/3

SPACE WOLVES TRANSFER SHEET
101642/4



The Space Marine Transfer set contains 16 sheets of water slide insignia for four of the main Marine Chapters: Ultramarines, Space Wolves, Blood Angels and Dark Angels. The transfers can be used for Marine shoulder pads and detailing vehicles, equipment and Chapter Banners.

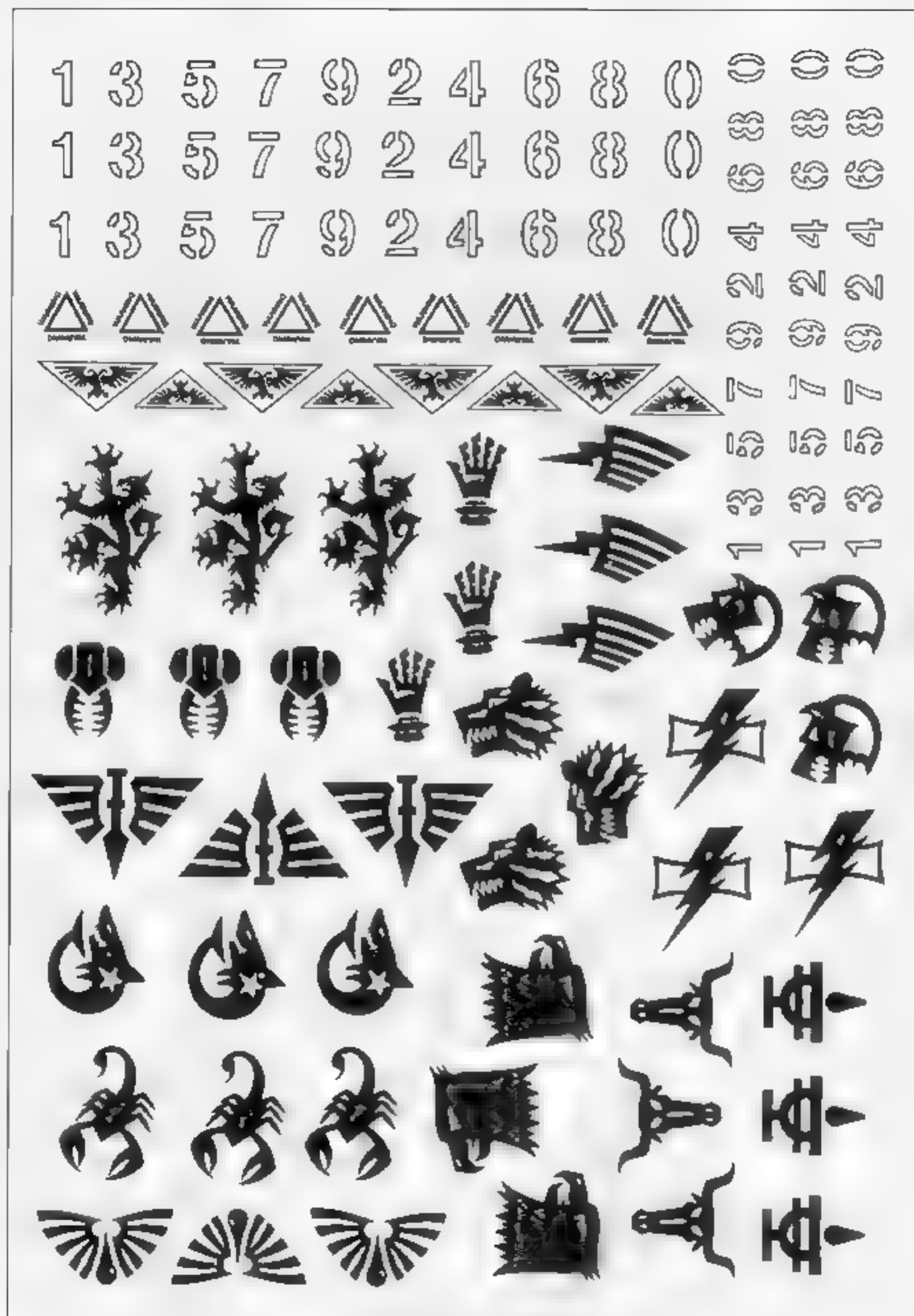
Mail Order customers can specify a complete set of transfer sheets for just one of the Chapters and can choose the colour of each sheet. We supply Marine Transfers in black, white, yellow, red and blue. Note that all of the transfers on a sheet are a single colour. If ordering by colour, please supply alternatives as the sheets go out of stock very quickly. If in doubt, please phone Mail Order for details.

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CITADEL
MINIATURES

LAND RAIDER TRANSFERS

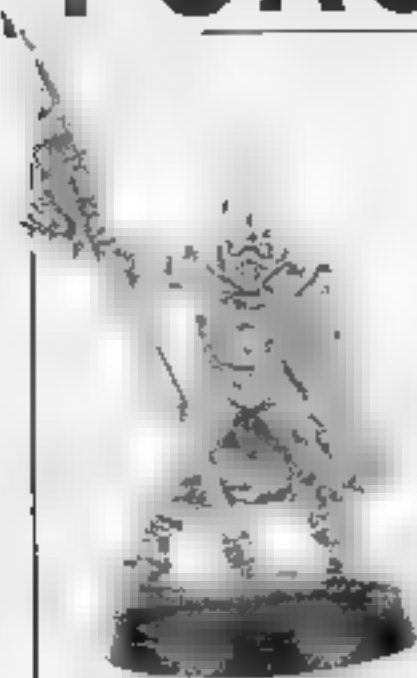


LAND RAIDER TRANSFER SHEET
C2 79

We supply the Land Raider Transfer sheet in black, white, yellow, red and blue. Mail Order customers may choose the colour but please supply alternatives, as some coloured sheets go out of stock very quickly. If in doubt, please ring Mail Order for details.

FORCES OF THE IMPERIUM

Designed by the Citadel Design Team



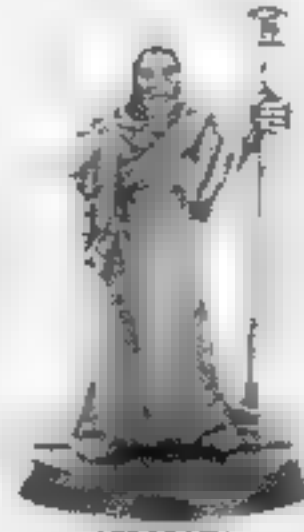
ADEPTUS CUSTODES
072518/11



TECH PRIEST
AND STAFF
072518/7



TECH PRIEST
072518/28



ASTROPATH
AND STAFF
072518/25



ASTROPATH
AND CANE
072518/16



ADEPTUS MECHANICUS 1
072117/43



ADEPTUS MECHANICUS 2
072117/44



ADEPTUS MECHANICUS 3
072117/41



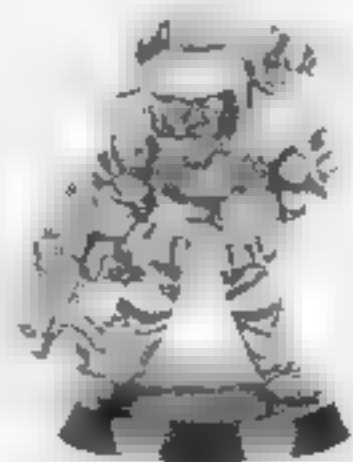
SERVITOR AND
BIONIC CLAW
072117/39



SERVITOR AND
WRENCH
072117/40



INQUISITOR AND
POWER SWORD
072117/29
BACK PACK CLOAK
072117/30



INQUISITOR AND BOLTER
072518/9



NAVIGATOR
072518/23



ASSASSIN AND
POWER SWORD
072117/32



ASSASSIN AND
COMBI-WEAPON
072117/28

RATLINGS



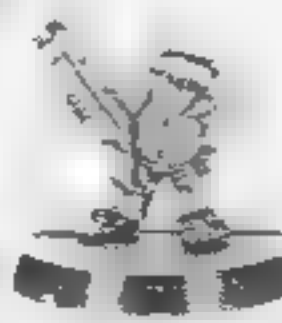
SNIPER RIFLE 1
072117/35



BOLT PISTOL
072117/34



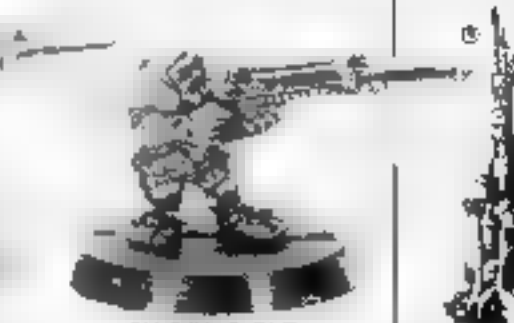
SNIPER RIFLE 2
072117/37



SNIPER RIFLE 3
072117/33



SNIPER RIFLE 4
072117/36



SNIPER RIFLE 5
072117/38

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FORCES OF THE IMPERIUM

ADEPTUS ARBITES

Designed by Jes Goodwin



SHOTGUN
072499/2



BOLTER
072499/3



BOLT PISTOL AND
POWER MAUL
072499/1

TITAN CREW

THESE MODELS ARE SUPPLIED WITH A HUMAN CLOTHED ARMS
SPRUE AND A LAS GUN AND A LAS CANNON SPRUE AS STANDARD

Designed by Alan Perry



MODERATUS 1
072117/48



PRINCIPIS SENIORES
072117/45



MODERATUS 2
072117/49

SANCTIONED PSYKERS



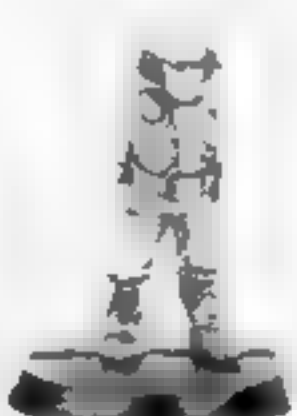
PSYKER 1
072117/20



PSYKER 2
072117/19



PSYKER 3
072117/21



PSYKER 4
072117/23



PSYKER 5
072117/47



PSYKER 6
072117/22

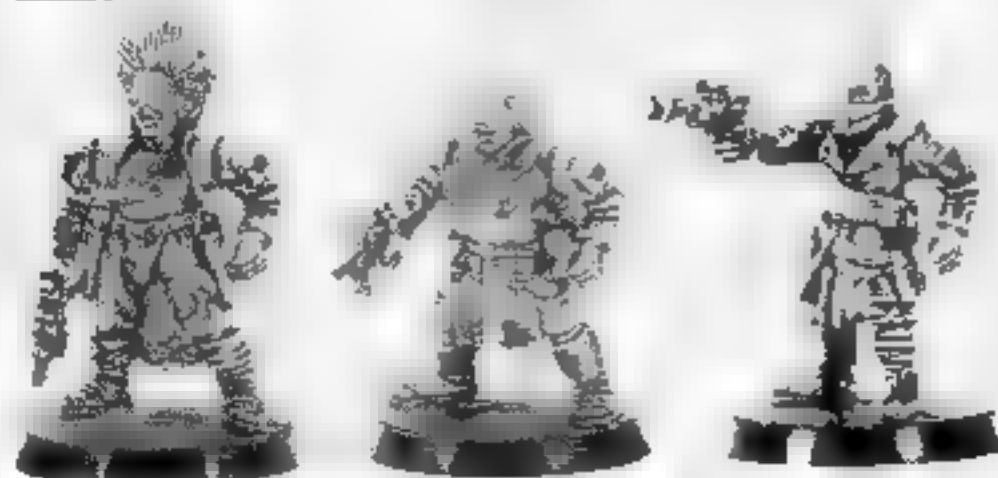
EXAMPLES OF THE COMPLETED TITAN CREW AND SANCTIONED PSYKER MODELS



HIVE GANGERS



ALL OF THE ABOVE MODELS EXCEPT THE TECH LEADER ARE SUPPLIED WITH A HUMAN BARE ARMS SPRUE AND A HAND WEAPONS SPRUE AS STANDARD.



EXAMPLES OF THE COMPLETED HIVE GANGER MODELS

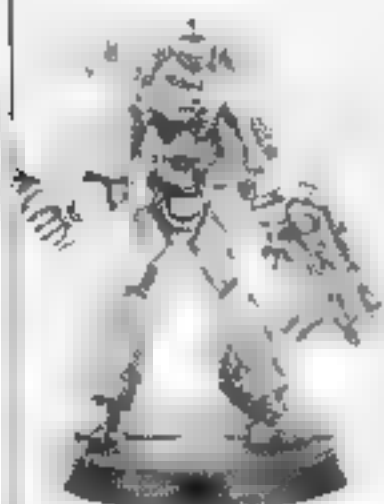
THESE MODELS MAY BE USED FOR CONFRONTATION AND WARHAMMER 40,000 HIVE GANG MEMBERS, CHAOS CULTISTS, IMPERIAL GUARDSMEN AND PLANETARY DEFENCE FORCES.



CITADEL
MINIATURES

Designed by the Citadel Design Team with Jess Goodwin

ADVENTURERS



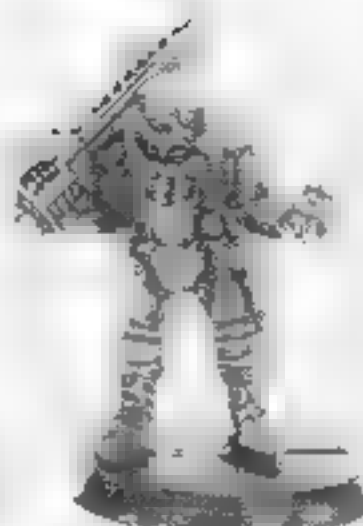
POWER SWORD
AND BOLTER
072518/15



PILOT
072518/10



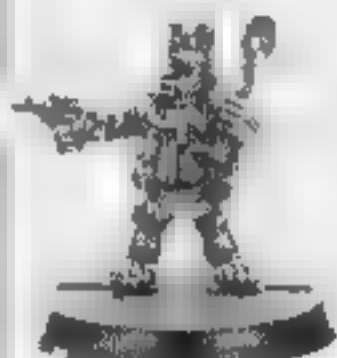
LASGUN 1
072518/26



CHAINSWORD
072518/14



POWERSWORD
072518/8



RATLING COOK
072518/3



LAS PISTOL
072518/18



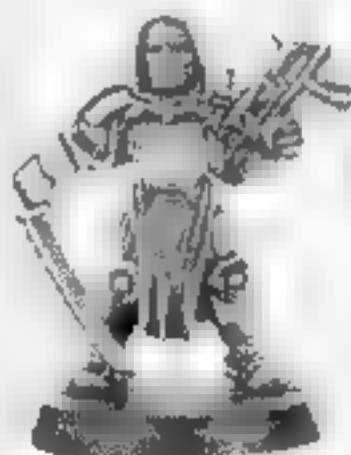
HAND FLAMER
072518/12



BOLTER 1
072518/4



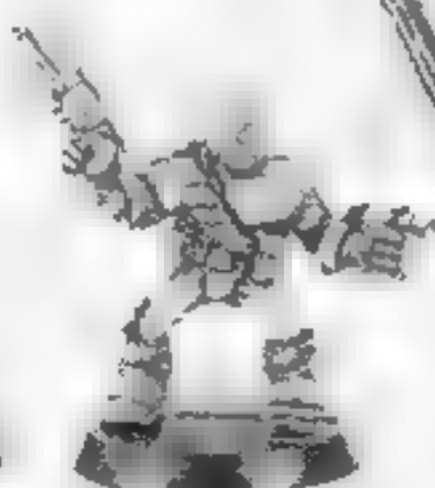
LASGUN 2
072518/24



CHAINSWORD
AND BOLTER
072518/29



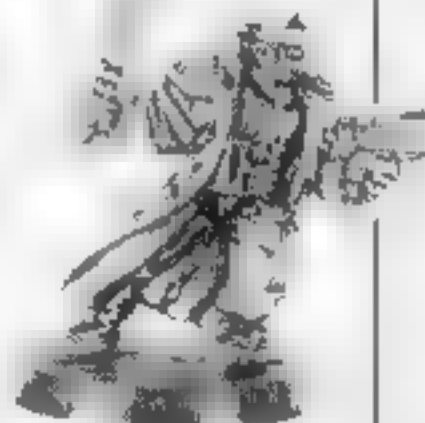
BOLTER AND
POWER GLOVE
072518/6



LASGUN AND
LAS PISTOL
072518/2



CHAINSWORD AND
MISSILE LAUNCHER
072518/13



POWER SWORD
AND BOLTER
072 7/3



POWER SWORD
AND LAS PISTOL
072520/27



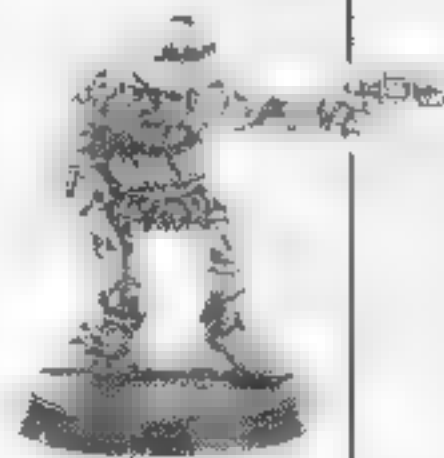
MELTA GUN
072518/33



HAND CROSSBOW
AND CHAINSWORD
072518/17



BOLTER 2
072518/5



FLAMER AND KNIFE
072518/1

Designed by the Citadel Design Team with Alan Perry and Michael Perry

IMPERIAL GUARD

Designed by the Citadel Design Team



STANDARD
BEARER
072104/8

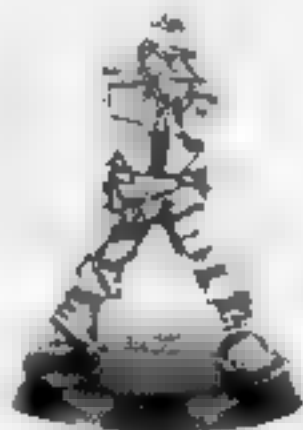
COMMANDER
072104/3

CAPTAIN
072117/16

LIEUTENANT
072104/1

MEDIC
072104/4

SERGEANT
072104/2



TROOPER 1
072033/7



WOUNDED
072033/8



TROOPER 2
072033/1



TROOPER 3
072033/5



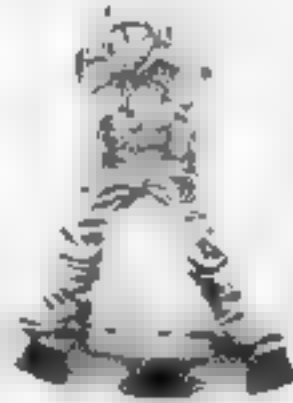
TROOPER 4
072033/6



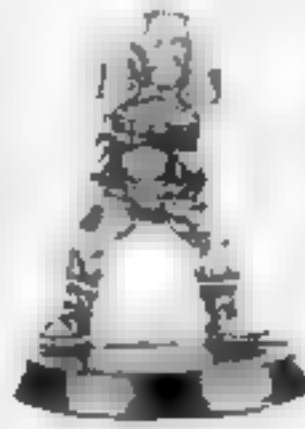
GRENADE
LAUNCHER
072033/4



TROOPER 5
072033/0



TROOPER 6
072033/13



TROOPER 7
072033/12

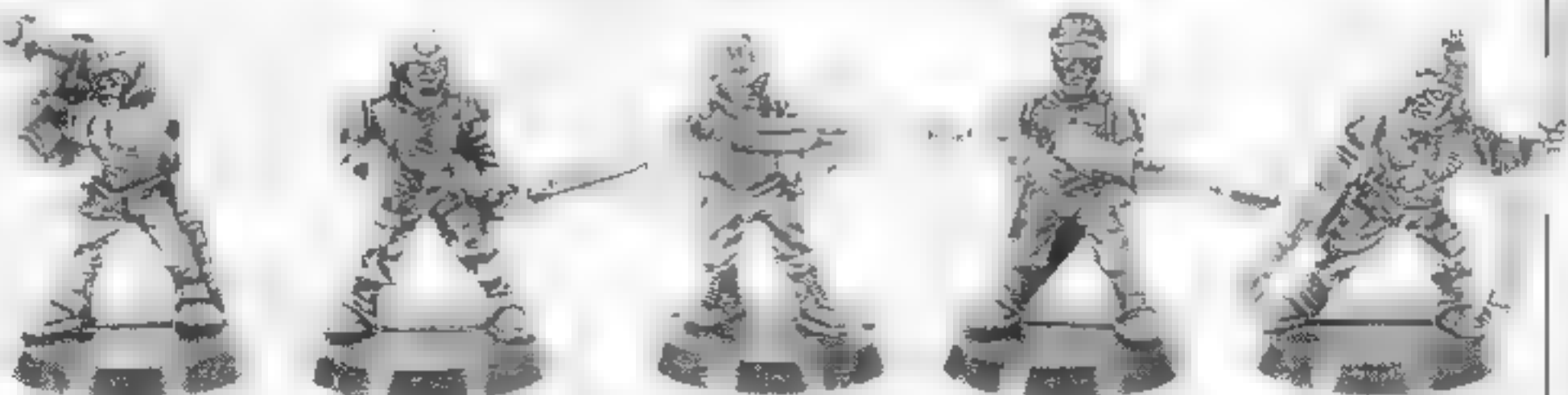


TROOPER 8
072033/9



TROOPER 9
072033/11

EXAMPLES OF THE COMPLETED IMPERIAL GUARD MODELS



THESE MINIATURES ARE SUPPLIED WITH A HUMAN CLOTHED
ARM SPRUE AND A LAS GUNS AND LAS CANNON SPRUE

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IMPERIAL GUARD

Designed by Alan and Michael Perry with Aiy Morrison



COMMISSAR 1*
072117/9



COMMISSAR 2*
072117/8



COMMISSAR 3*
072117/17



COMMISSAR 4*
072117/10



COMMISSAR 5*
072117/7



COMMISSAR AND
CHAIN SWORD*
072117/15



COMMISSAR AND
LAS GUN 1
072117/12



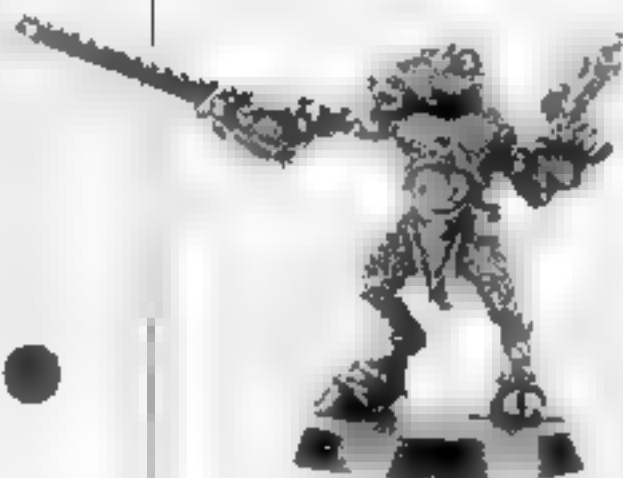
COMMISSAR AND
POWER FIST
072117/14



COMMISSAR AND
LAS PISTOL
072117/13



COMMISSAR AND
LAS GUN 2
072117/11



BEASTMAN
PACKMASTER
072117/8



PENAL TROOPER*
072033/2



HUMAN BOMB*
072033/3



MEDIC AND
LAS GUN
072117/25



MEDIC AND
CHAIN SWORD
072117/26

EXAMPLES OF THE COMPLETED IMPERIAL GUARD MODELS



THE MINATURES MARKED WITH AN ASTERIX ARE SUPPLIED WITH A HUMAN CLOTHED ARM SPRUE AND A LAS GUNS AND LAS CANNON SPRUE

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CITADEL
MINIATURES

IMPERIAL GUARD



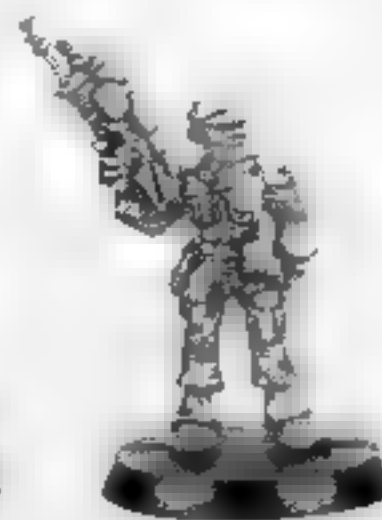
KNIFE AND
SEVERED HEAD
072021/5



LAS GUN AND
RESPIRATOR
072021/64



LAS GUN 1
072021/40



LAS GUN 2
072021/17



LAS GUN AND
GRENADE
072021/20



MEDIC AND
COMMUNICATOR
072021/53



LAS PISTOL 1
072021/37



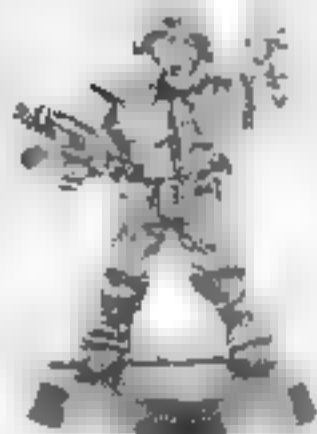
LAS GUN 3
072021/56



KNIFE
072021/55



LAS GUN 4
072021/59



BOLT PISTOL
072021/47



LAS GUN AND
RESPIRATOR 2
072021/66



LAS GUN 5
072021/63



AUTO GUN 1
072021/9



LAS GUN 6
072021/49



WOUNDED AND
LASGUN
072021/50



LAS GUN 7
072021/9



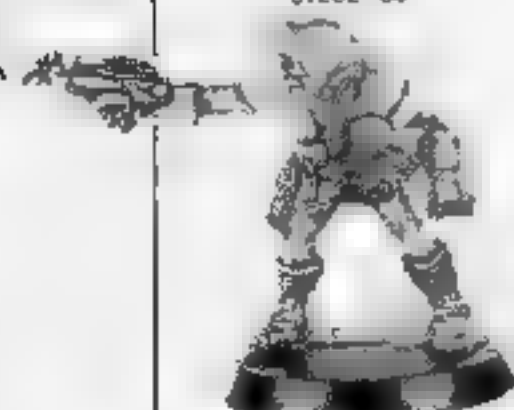
LAS GUN 8
072021/61



COMMUNICATOR
072021/57



LAS GUN 9
072021/60



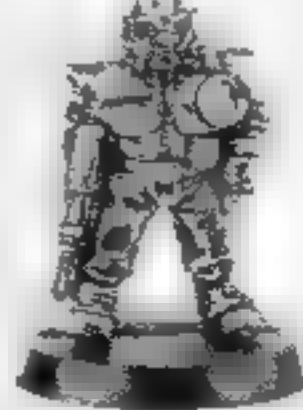
LAS PISTOL 2
072021/8



AUTO GUN 2
072021/8



LAS GUN 10
072021/16



LAS GUN 11
072021/58



LAS GUN 12
072021/22

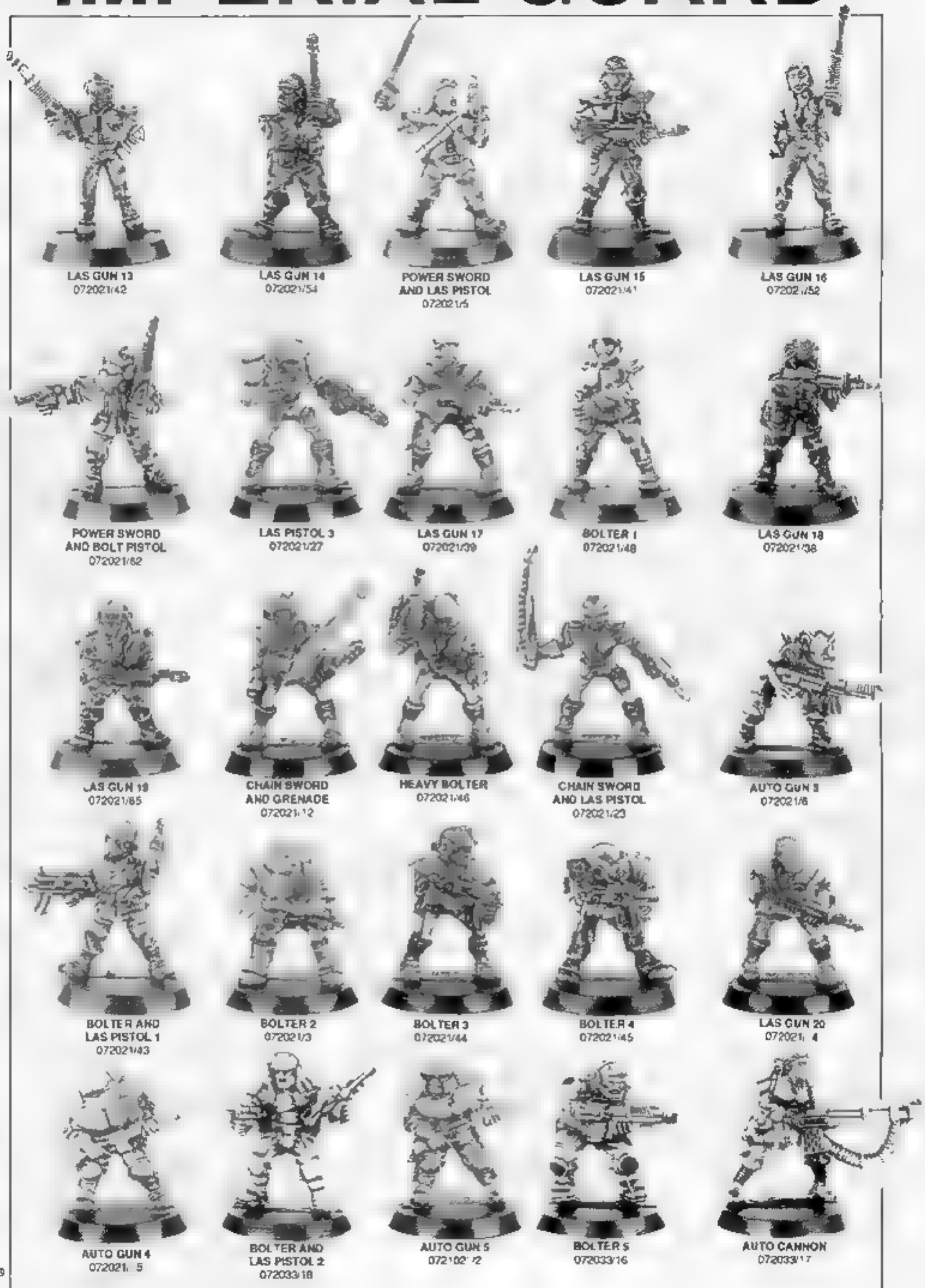
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CITADEL
MINIATURES

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IMPERIAL GUARD



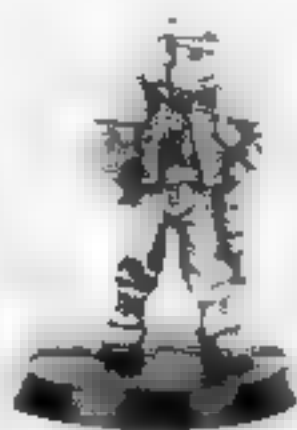
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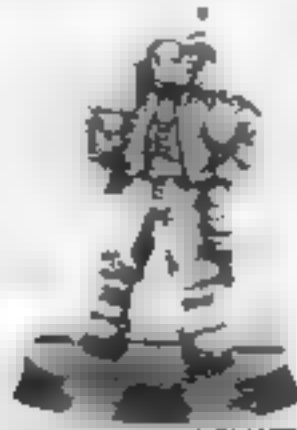


GUARD HEAVY WEAPONS

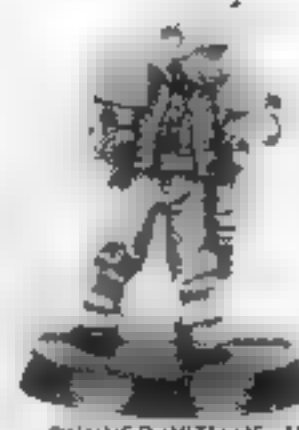
ALL OF THESE MINIATURES ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN. PLEASE STATE WEAPON CHOICE WHEN ORDERING.



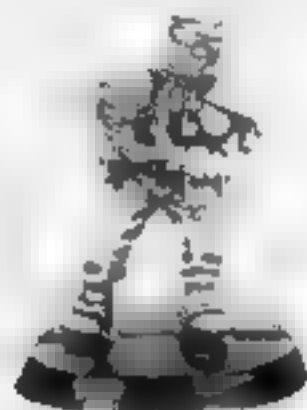
GUNNER WITH CAP
072129/19



GUNNER WITH HELMET
AND BIONIC EYE
072129/16A



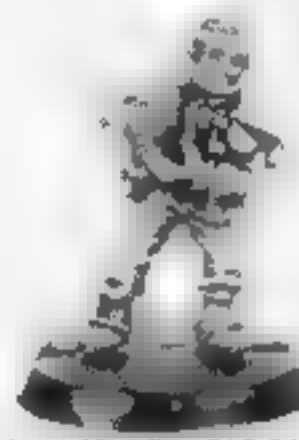
GUNNER WITH HELMET
072129/16B



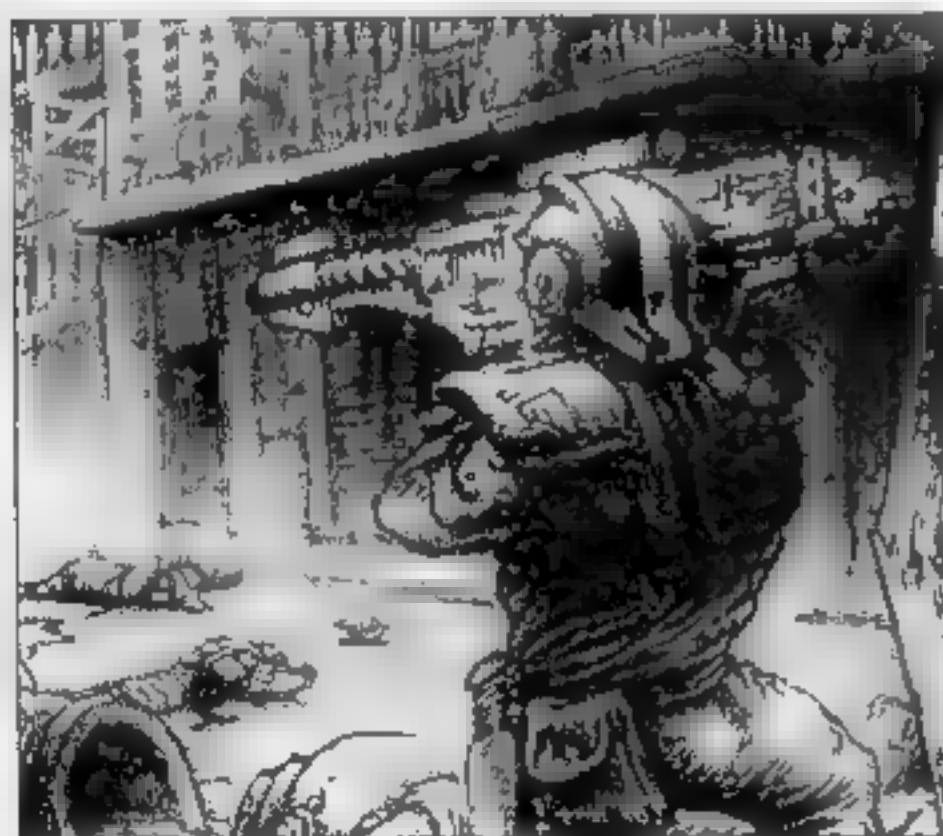
GUNNER WITH CAP
AND GOGGLES
072129/18A



GUNNER WITH HELMET
AND GOGGLES
072129/18B



GUNNER WITH HEAD BAND
072129/17



MULTI-MELTA
072129/13



LAS CANNON
072129/12

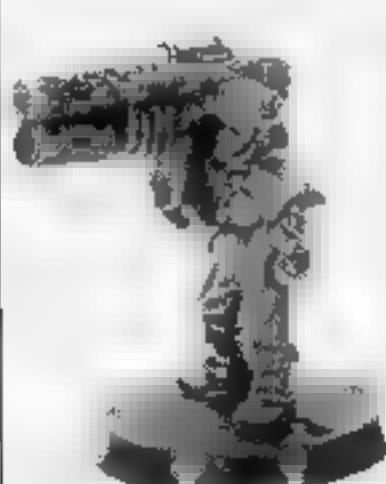


HEAVY BOLTER
072129/14



CONVERSION BEAMER
072129/15

EXAMPLES OF THE COMPLETED IMPERIAL GUARD HEAVY WEAPON MODELS



Minifigures supplied unpainted. **WARNING:** This product contains lead which may be harmful if chewed or swallowed. Citadel Minifigures are not recommended for children under 14 years of age.
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CITADEL
MINIFIGURES

Designed by Alan and Michael Perry



ROUGH RIDERS

THESE MODELS ARE SUPPLIED WITH A LARGE PLASTIC HORSE, PLASTIC SPEAR SPRUE, HUMAN CLOTHED ARMS SPRUE AND A LAS GUNS AND LAS-CANNON SPRUE AS STANDARD.

EACH ROUGH RIDER MODEL CONSISTS OF 1 SET OF LEGS AND 1 BODY PLEASE STATE WHICH RIDERS BODY YOU REQUIRE WHEN ORDERING

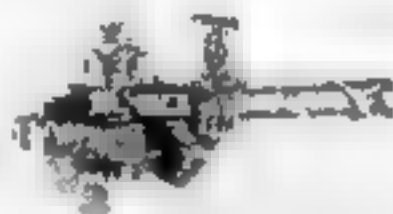


EXAMPLE ROUGH RIDERS

IMPERIAL GUARD RIDERS



LIEUTENANT
AND CHAINSWORD
072060/11



GRENADE
LAUNCHER
072060/7



COMMISSAR
AND POWER SWORD
072060/5

ALL OF THESE MODELS EXCEPT THE GUARD WITH THE GRENADE LAUNCHER ARE SUPPLIED WITH A HUMAN CLOTHED ARM SPRUE AND A LAS GUNS AND LAS CANNON SPRUE AS STANDARD



CAPTAIN
072060/13



LIEUTENANT
072060/12



COMMISSAR
072060/6



MEDIC
072060/15



STANDARD BEARER
072060/8



GUARD 1
072060/9



GUARD 2
072060/10



COMMANDER
072060/14



HORSE RIDERS LEGS
072058

Miniatures supplied unpainted **WARNING:** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
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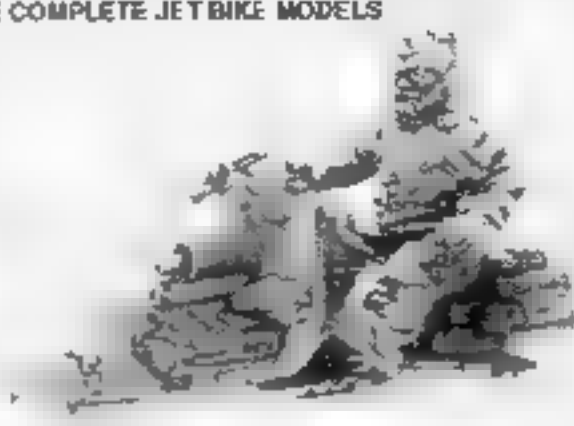


CITADEL
MINIATURES

Designed by the Citadel Design Team

IMPERIAL GUARD ON BIKES

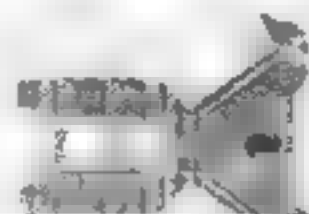
EXAMPLES OF THE COMPLETE JET BIKE MODELS



JET BIKE FAIRING WITH
TWIN BOLTER MOUNTS
072060/17



JET ENGINE
072060/18



STABILIZER FIN
072060/19

THE COMPLETE JET BIKE WITH IMPERIAL
GUARD RIDER CONSISTS OF:

- 1 x JET BIKE FAIRING
- 1 x JET ENGINE
- 1 x STABILIZER FIN
- 1 x RIDERS LEGS
- 1 x RIDERS BODY

PLEASE STATE WHICH RIDERS BODY
YOU REQUIRE WHEN ORDERING

IMPERIAL GUARD RIDERS



LIEUTENANT
AND CHAINSWORD
072060/1



GRENADE
LAUNCHER
072060/7



COMMISSAR
AND POWER SWORD
072060/5

ALL OF THESE MODELS EXCEPT THE
GUARD WITH THE GRENADE LAUNCHER
ARE SUPPLIED WITH A HUMAN CLOTHED
ARM SPRUE AND A LAS GUNS AND LAS
CANNON SPRUE AS STANDARD



CAPTAIN
072060/13



LIEUTENANT
072060/12



COMMISSAR
072060/6



MEDIC
072060/15



STANDARD BEARER
072060/8



GUARD 1
072060/9



GUARD 2
072060/10



COMMANDER
072060/14



RIDERS LEGS
072060/4

THE COMPLETE BIKE WITH IMPERIAL
GUARD RIDER CONSISTS OF:

- 1 x BIKE
- 1 x RIDERS LEGS
- 1 x RIDERS BODY
- 1 x BIKE FAIRING

PLEASE STATE WHICH RIDERS BODY AND
BIKE FAIRING YOU REQUIRE WHEN ORDERING



BIKE FAIRING 1
072060/2



BIKE FAIRING 2
072060/2



BIKE WITH TWIN
BOLTER MOUNTS
072060/1

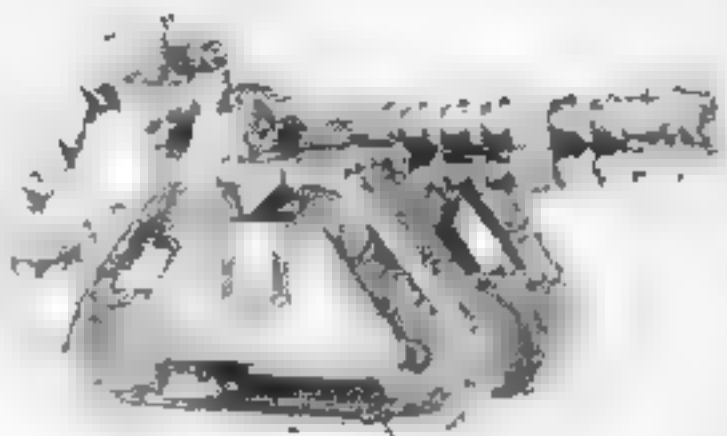


EXAMPLES OF THE COMPLETE BIKE MODELS

Designed by the Citadel Design Team with Alan Perry

IMPERIAL ASSAULT WEAPONS

RAPIER 1



THIS COMPLETE RAPIER MODEL CONSISTS OF:
 2x TRACK 1
 1x GUNNER 1
 1x GUNNER 2
 1x RAPIER WEAPON 1
 1x RAPIER WEAPON 2
 1x RAPIER CHASSIS 1
 1x TOW HOOK



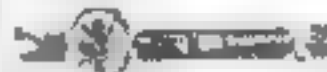
RAPIER WEAPON 1
072045/17



GUNNER 1
(THIS GUNNER FITS BOTH RAPIERS)
072045/20



RAPIER WEAPON 2
072045/15



TOW HOOK
072045/18

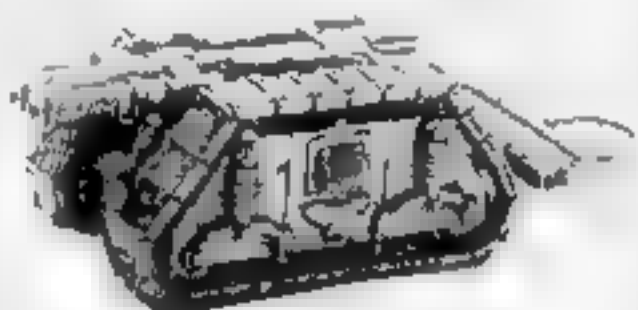


RAPIER CHASSIS 1
072045/14



TRACK 1
072045/14

RAPIER 2



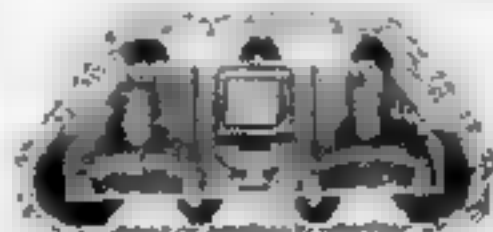
THIS COMPLETE RAPIER MODEL CONSISTS OF:
 2x TRACK 2
 1x GUNNER 1
 1x GUNNER 2
 1x RAPIER CHASSIS 2
 1x RAPIER WEAPON 3



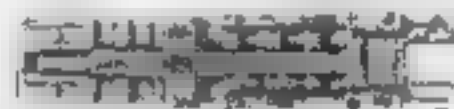
RAPIER CHASSIS 2
072168/2



GUNNER 2
(THIS GUNNER FITS BOTH RAPIERS)
072045/18

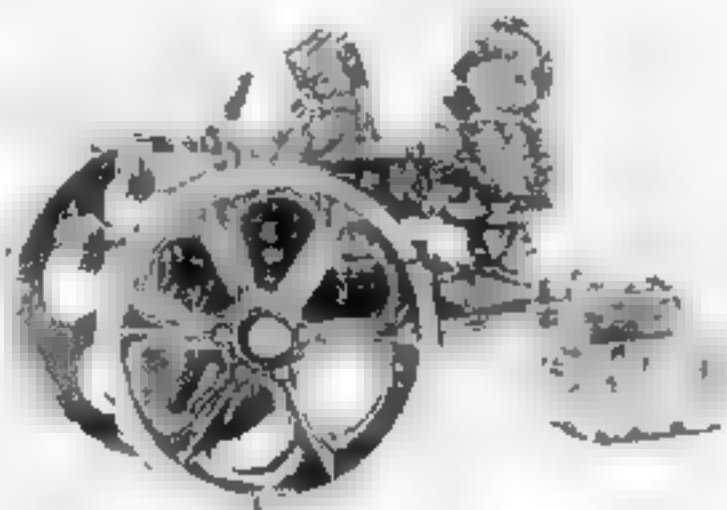


TRACK 2
072168/1

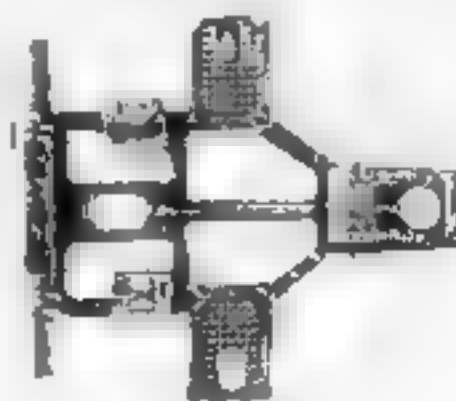


RAPIER WEAPON 3
072168/3

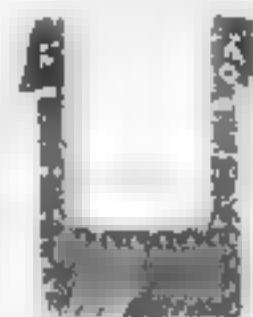
THUDD GUN



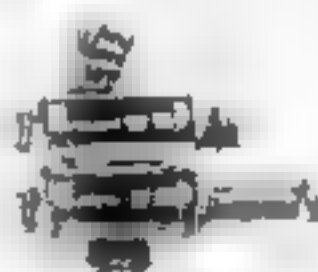
THIS COMPLETE THUDD GUN MODEL CONSISTS OF:
 1x THUDD GUN CHASSIS
 2x WHEEL
 1x THUDD GUN SHIELD
 1x RIGHT GUN
 1x SQUAT GUNNER 1
 1x LEFT GUN
 1x TRACTOR UNIT



THUDD GUN CHASSIS
072045/12



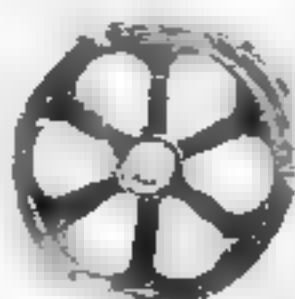
THUDD GUN SHIELD
072045/11



RIGHT GUN
072045/6



LEFT GUN
072045/7



WHEEL
072045/8



SQUAT GUNNER 1
072045/9



TRACTOR UNIT
072045/10

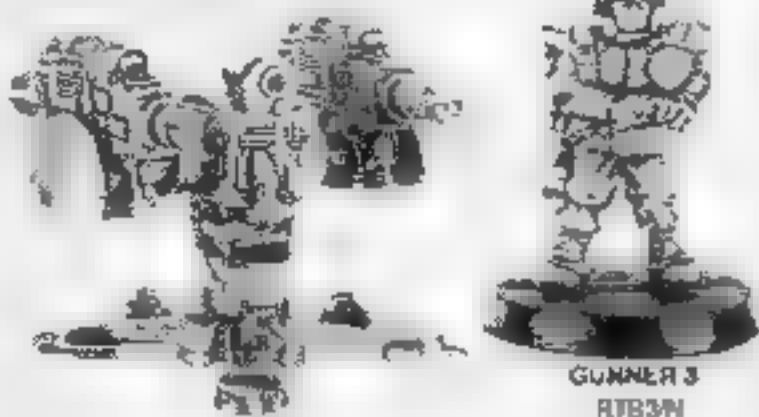


CITADEL
MINIATURES

Designed by Norman Swales and Michael Perry

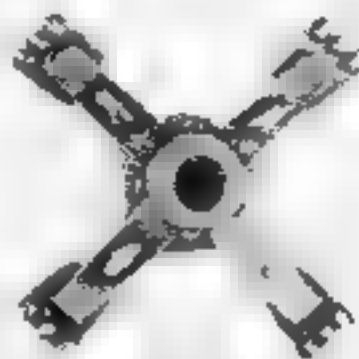
IMPERIAL ASSAULT WEAPONS

TARANTULA 1

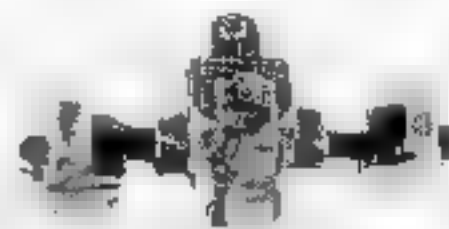


GUNNER 3
RTB3M

THIS COMPLETE TARANTULA MODEL CONSISTS OF:
1 x GUNNER 3 1 x TARANTULA STAND 1
2 x LAS CANNON 1 x WEAPON SUPPORT 1



TARANTULA STAND 1
RTB3P



WEAPON SUPPORT 1
RTB3O



LAS CANNON
RTB3M

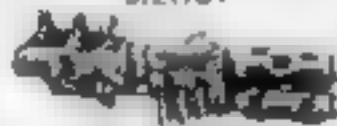
TARANTULA 2



THIS COMPLETE TARANTULA MODEL CONSISTS OF:
1 x GUNNER 2 1 x TARANTULA STAND 2
2 x MULTI MELTA 1 x WEAPON SUPPORT 2
1 x TARANTULA SHIELD



TARANTULA STAND 2
0721701



MULTI MELTA
0721703

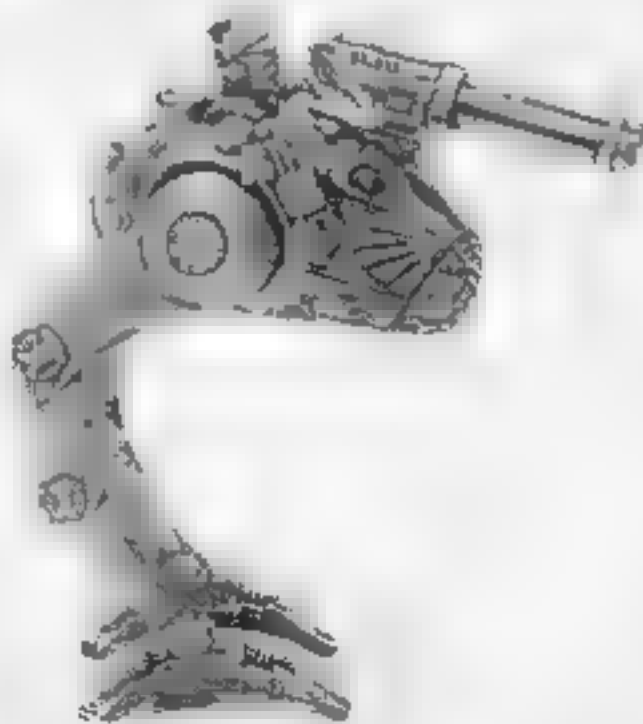


WEAPON SUPPORT 2
0721702



TARANTULA SHIELD
0721704

SENTINEL



THIS COMPLETE SENTINEL MODEL CONSISTS OF:
1 x SENTINEL BODY 2 x LEG JOINT 1
2 x LEG JOINT 2 2 x LEG JOINT 3
2 x FOOT 1 x MULTI LASER
AND EITHER DRIVER 1 OR DRIVER 2



SENTINEL BODY
0720451



LEG JOINT 1
0720454



LEG JOINT 2
0720453A



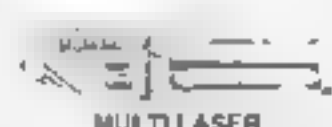
LEG JOINT 3
0720453B



DRIVER 1
0720455A



DRIVER 2
0720455B



MULTI LASER
0720452



FOOT
0720453C

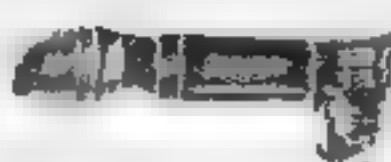
MOLE MORTAR



SQUAT GUNNER 2
RTB3J

SQUAT LOADER WITH
TUNNEL TORPEDO
RTB3I

THIS COMPLETE MOLE MORTAR MODEL CONSISTS OF:
1 x SQUAT GUNNER 2 1 x SQUAT LOADER
1 x MORTAR BARREL 1 x MORTAR STAND



MORTAR BARREL
RTB3L



MORTAR STAND
RTB3K



CITADEL
MINIATURES

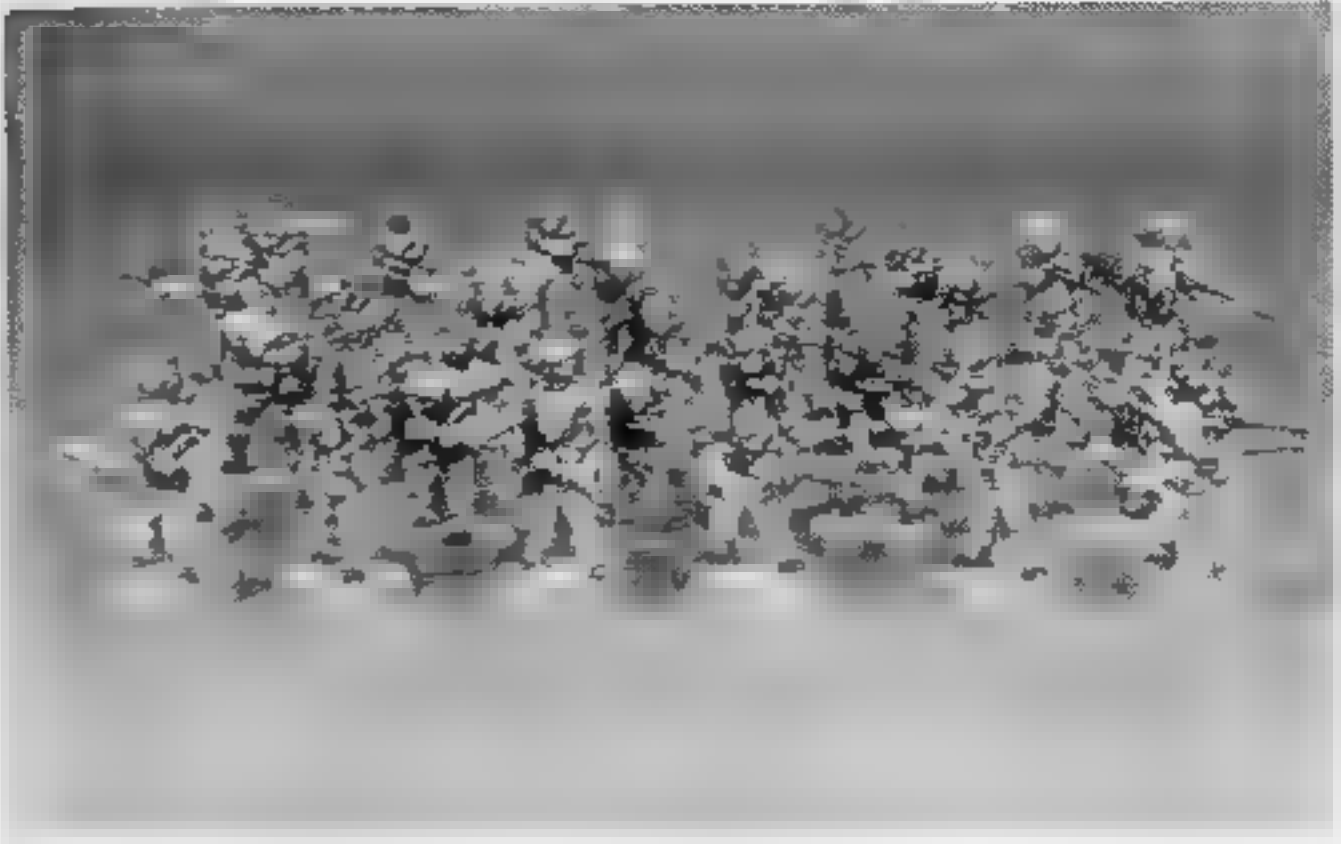
Designed by Michael and Alan Perry with Norman Swales



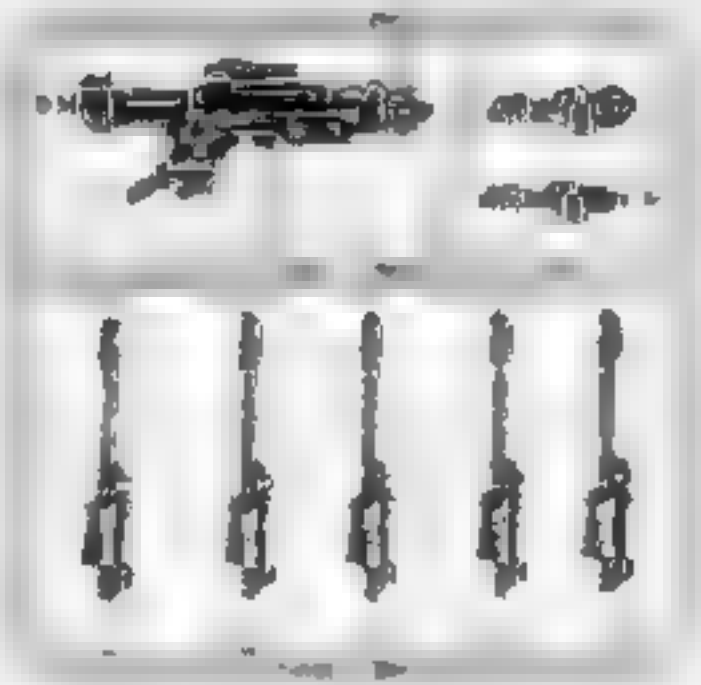
IMPERIAL GUARD



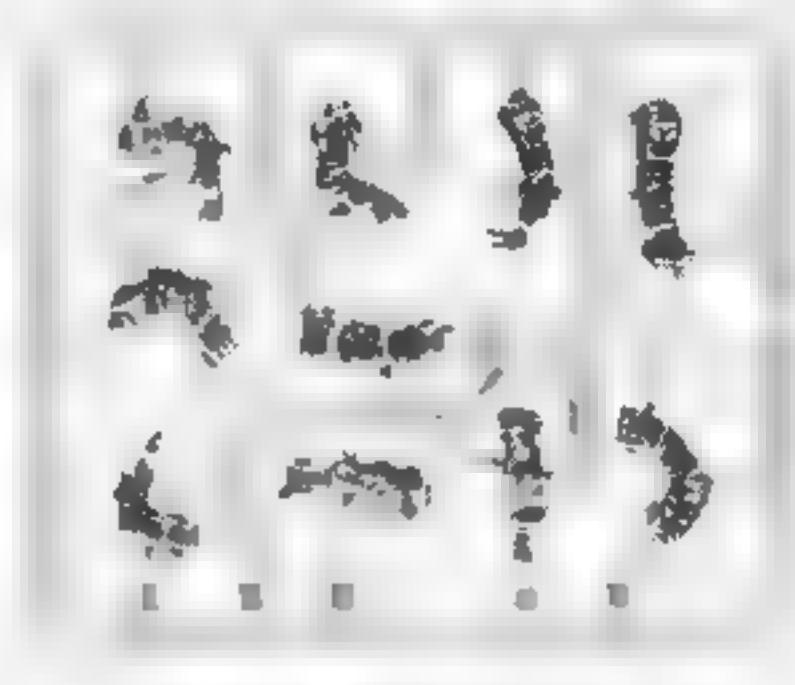
The Imperial Guard boxed set contains enough plastic sprues to make 36 troopers. This plastic kit includes 9 Imperial Guard head and body sprues, 6 las gun and las cannon sprues, 8 Human clothed arms sprues, and 36 round plastic bases.



Designed by Alan and Michael Perry



LAS GUN AND LAS CANNON SPRUE
131260

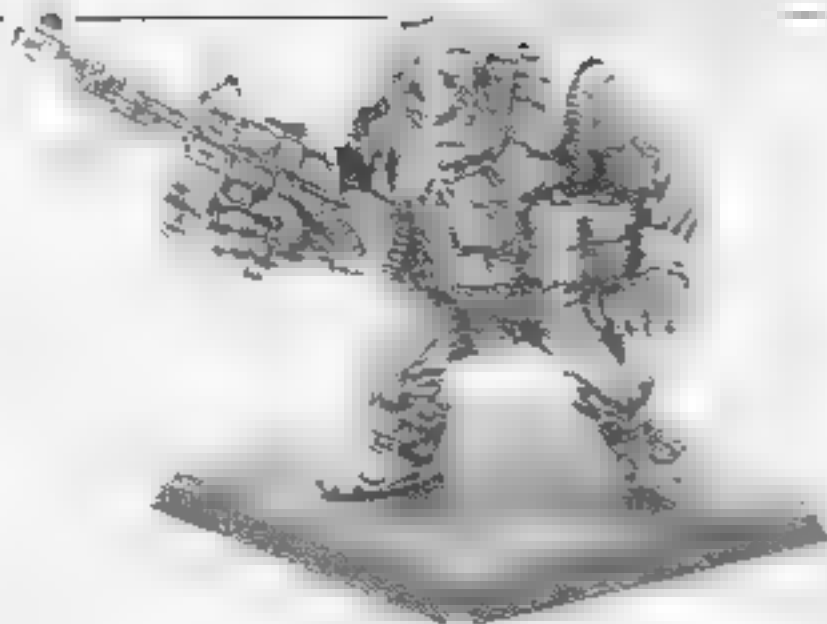


HUMAN CLOTHED ARMS SPRUE
131258

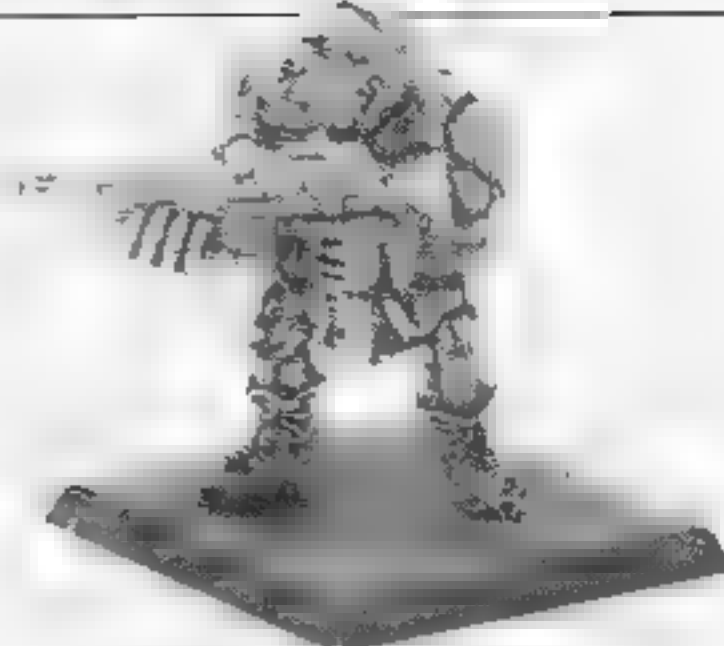
IMPERIAL GUARD HEAD AND BODY SPRUE
131245



OGRYNS



OGRYN 1
072084/4
(THIS IS A ONE PIECE MODEL)



OGRYN 2
072084/5
(THIS IS A ONE PIECE MODEL)



BODY 1
072084/2



BODY 2
072084/10



BODY 3
072084/7



BODY 4
072084/12



LEFT ARM 1
072084/20



LEFT ARM 2
072084/3



LEFT ARM 3
072084/5



LEFT ARM 4
072084/24



LEFT ARM 5
072084/11

THE COMPLETE OGRYN MODEL CONSIST OF:
1 x BODY
1 x RIPPER GUN
1 x LEFT ARM
PLEASE STATE WHICH LEFT ARM AND
RIPPER GUN YOU REQUIRE WHEN ORDERING



RIPPER GUN 1
072084/17



RIPPER GUN 2
072084/27



RIPPER GUN 3
072084/6



RIPPER GUN 4
072084/27



CITADEL
MINIATURES

Designed by the Citadel Design Team

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OGRYNS



HEAD 1
072084/28



HEAD 2
072084/30



HEAD 3
072084/22



HEAD 4
072084/18



HEAD 5
072084/26



HEAD 6
072084/29



BODY FRONT 1
072084/23



BODY FRONT 2
072084/21



BODY FRONT 3
072084/13



BANNER POLE
072084/15



BODY BACK 1
072084/25



BODY BACK 2
072084/11



BODY BACK 3
072084/16



LEFT ARM 1
072084/20



LEFT ARM 2
072084/8



LEFT ARM 3
072084/3



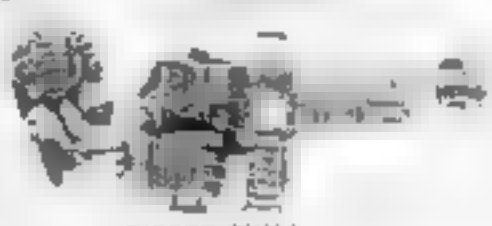
LEFT ARM 4
072084/24



LEFT ARM 5
072084/11



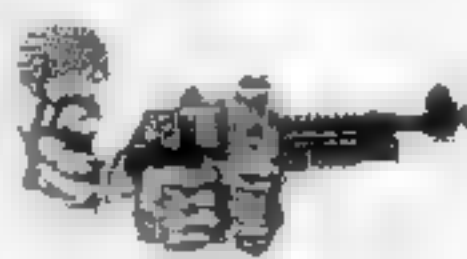
RIPPER GUN 1
072084/17



RIPPER GUN 2
072084/27



RIPPER GUN 3
072084/5



RIPPER GUN 4
072084/27



THE COMPLETE OGRYN MODEL CONSISTS OF

1 x BODY FRONT

1 x BODY BACK

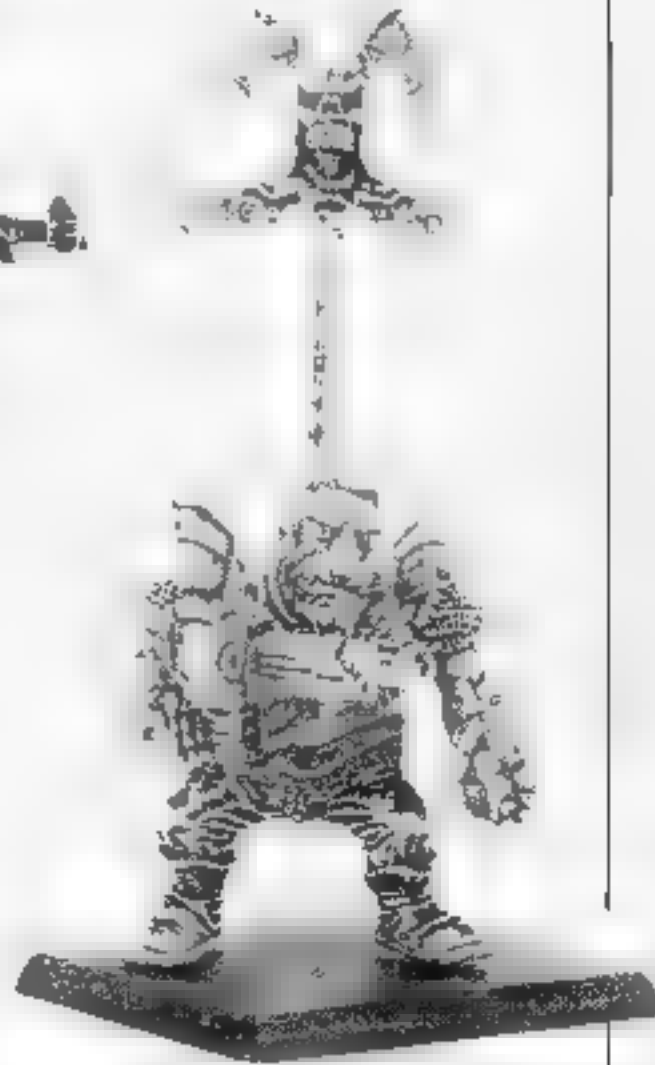
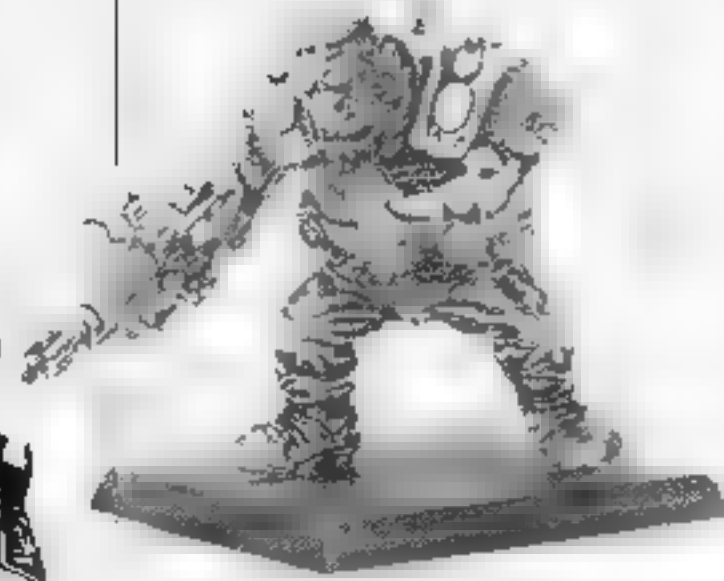
1 x HEAD

1 x RIPPER GUN

1 x LEFT ARM

1 x BANNER POLE

PLEASE STATE WHICH ITEMS YOU
REQUIRE WHEN YOU ORDER



EXAMPLES OF THE COMPLETED OGRYN MODELS

Designed by the Citadel Design Team

SQUATS

STANDARD BEARERS



LAS PISTOL 1
07101022A



LAS PISTOL 2
07101022B



LAS PISTOL 3
07101022C

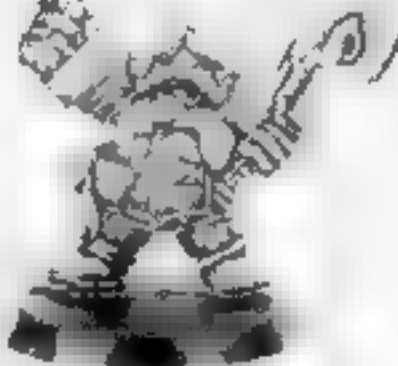
CHAMPIONS



POWER GLOVE AND
BOLTER 1
07101032A



POWER GLOVE AND
BOLTER 2
07101032B



POWER GLOVE AND
POWER AXE
07101032C

OFFICERS



LAS PISTOL AND
CHAIN SWORD 1
07101025A

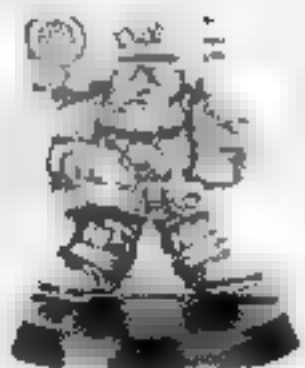


LAS PISTOL AND
CHAIN SWORD 2
07101025B



LAS PISTOL AND
CHAIN SWORD 3
07101025C

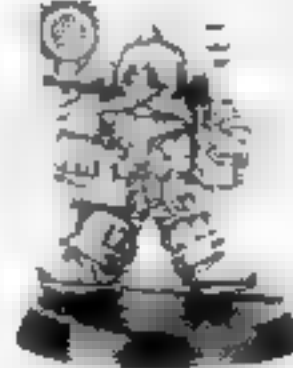
MUSICIANS



SYNTHESIZER 1
07101037A



SYNTHESIZER 2
07101037B



SYNTHESIZER 3
07101037C

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CITADEL
MINIATURES

Designed by Alan and Michael Perry

SQUATS



LAS PISTOL 1
0710101



AUTO GUN 1
0710103



FLAMER 1
0710104



LAS GUN 1
0710102



PLASMA GUN 1
0710105



MELTA GUN 1
0710107



AUTO GUN 2
07101014



SHURIKEN CATAPULT
07101013



LAS GUN 2
0710106



LAS PISTOL AND
HAND FLAMER
0710108



AUTO GUN 3
0710105



HAND FLAMER
07101016



LAS GUN 3
07101019



LAS GUN 4
07101020



AUTO GUN 4
07101017



PLASMA GUN 2
0710102



BOLT PISTOL AND
LAS PISTOL
07101023



LAS GUN 5
07101024



LAS PISTOL 2
07101030



LAS PISTOL 3
07101028



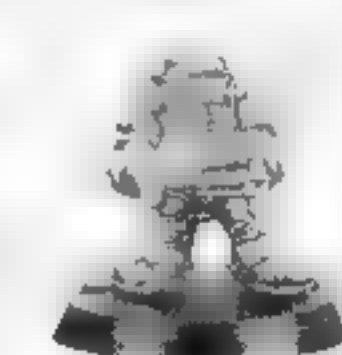
MELTA GUN 2
07101026



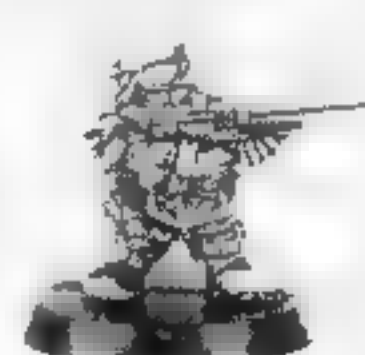
LAS GUN 6
07101029



BOLT PISTOL
07101039



GRENADE LAUNCHER
07251830



LAS GUN 7
07101098



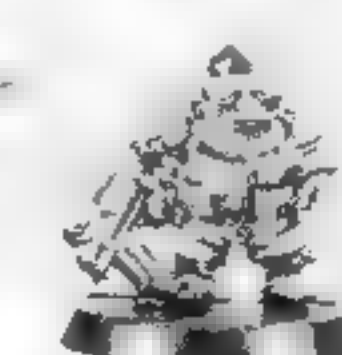
LAS GUN 8
07101011



LAS PISTOL 4
07101012



LAS GUN 9
07101040



BOLTER
07101034



FLAMER 2
07101038

Designed by the Citadel Design Team with Alan and Michael Perry

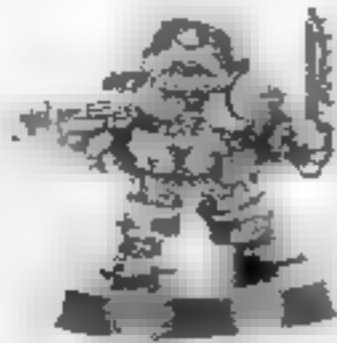


SQUATS

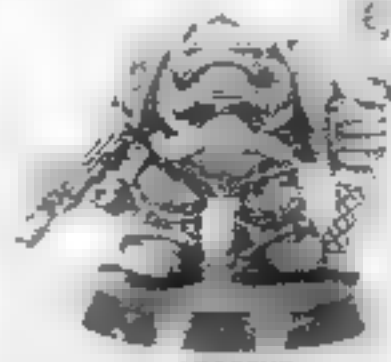
ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERISK ARE SUPPLIED WITH A SQUAT ARM SPRUE AND A LAS GUN AND HEAVY BOLTER SPRUE AS STANDARD



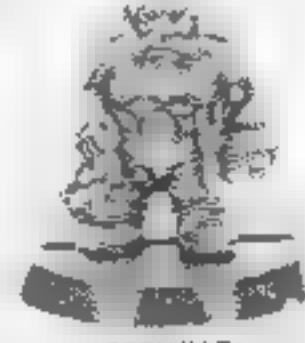
MEDIC WITH
LAS GUN*
0721 1724



MEDIC WITH
CHAINSWORD*
0721 1727



ADEPTUS
MECHANICUS*
0721 1745



SERVITOR*
0721 1742



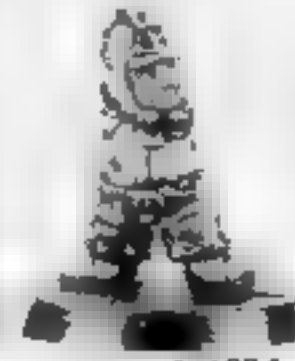
WARLORD
07100714



HEARTH GUARD 1
07100718



HEARTH GUARD 2
07100716



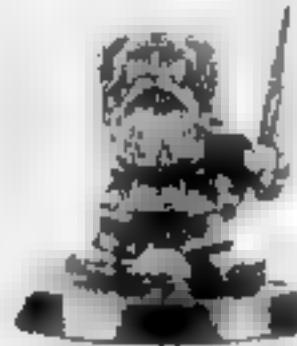
HEARTH GUARD 3
07100715



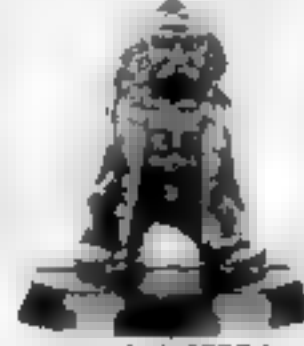
HEARTH GUARD 4
07100717



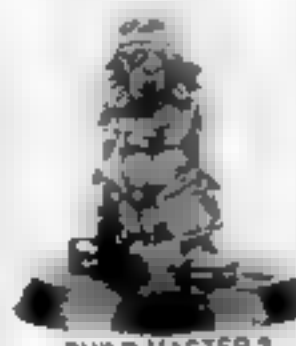
LIVING ANCESTOR 1
07100712



LIVING ANCESTOR 2
07100713



GUILD MASTER 1
07100710



GUILD MASTER 2
07100707



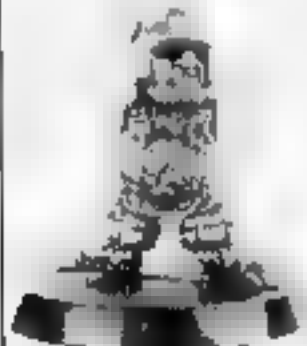
SQUAT 1
07100712



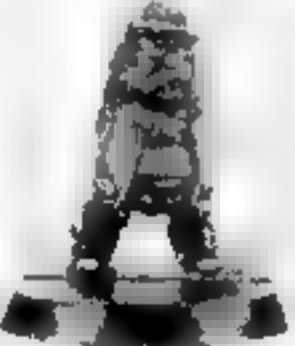
SQUAT 2
07100713



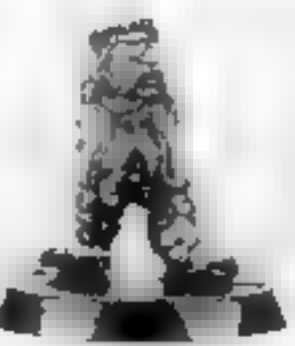
WOUNDED 1
07100711



SQUAT 3
07100711



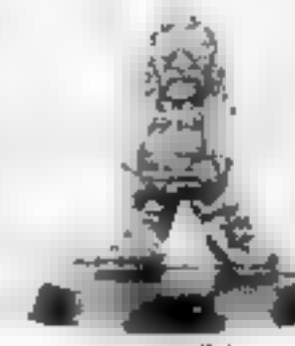
BIKER 1
07100718



BIKER 2
07100714



BIKER 3
07100715



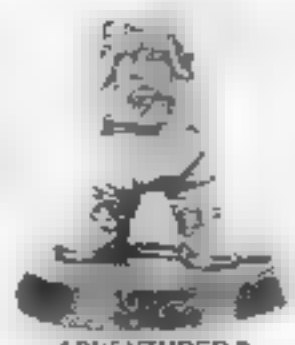
BIKER 4
07100718



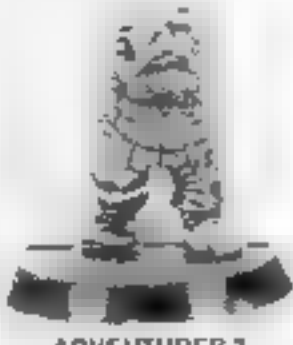
WOUNDED 2*
07100718A



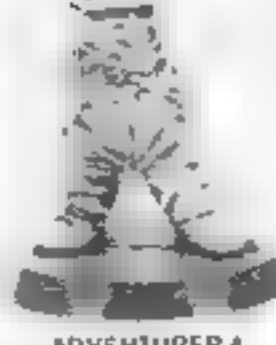
ADVENTURER 1
07100513



ADVENTURER 2
07100519



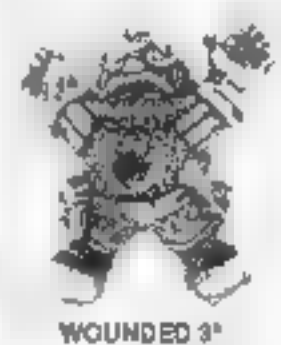
ADVENTURER 3
07100512



ADVENTURER 4
07100515

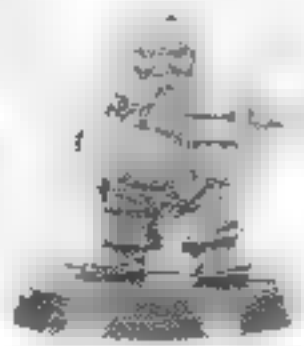


ADVENTURER 5
07100514



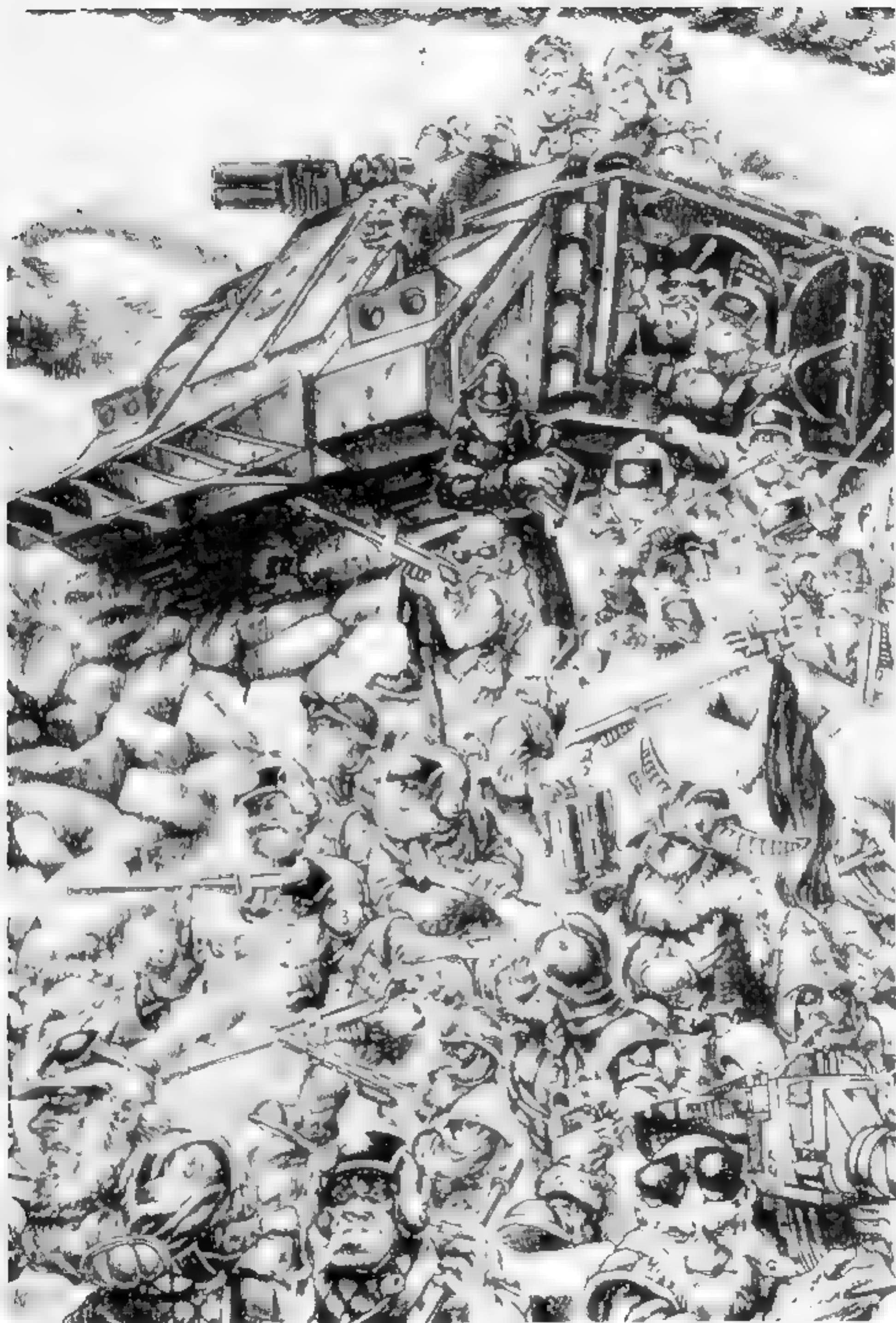
WOUNDED 3*
07101018B

EXAMPLES OF THE COMPLETED MODELS



CITADEL
MINIATURES

Designed by Michael and Alan Perry



SQUAT BIKERS

SQUAT RIDERS

ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERISK ARE SUPPLIED WITH A SQUAT ARM SPRUE AND A LAS GUN AND HEAVY BOLTER SPRUE AS STANDARD



WARLORD
07'0344



HEARTH GUARD
07'0345



GUILD MASTER
07'0343



BIKER 1
07'0342



BIKER 2*
07'0348



BIKER 3*
07'0349



BIKER 4*
07'0347



BIKER 5
07'0341



BIKER 6*
07'0346



LIVING ANCESTOR
SIDE CAR PASSENGER*
07'03410



TRIKE CHASSIS
07'0343



BIKE CHASSIS
07'03415



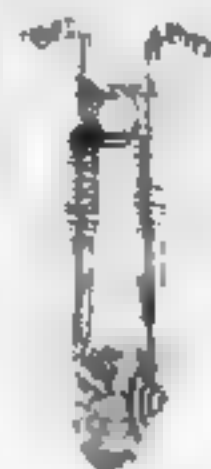
SWIVEL MOUNTED
MULTI MELTA
RTB3E



BOLTERS
07'03418A



HEAD LIGHTS
07'03416B



FRONT WHEEL
07'03414



BIKE WHEEL
07'03417



TRIKE WHEEL
07'03419



SIDE CAR WHEEL
07'0342



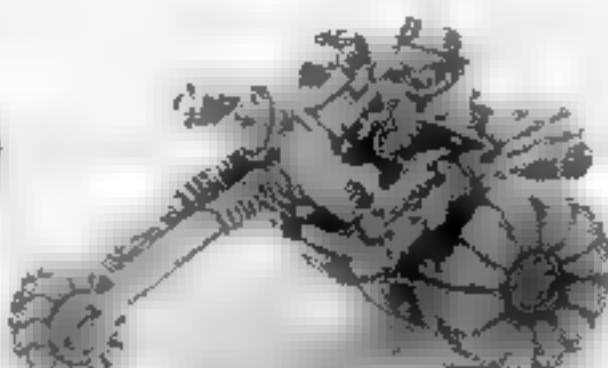
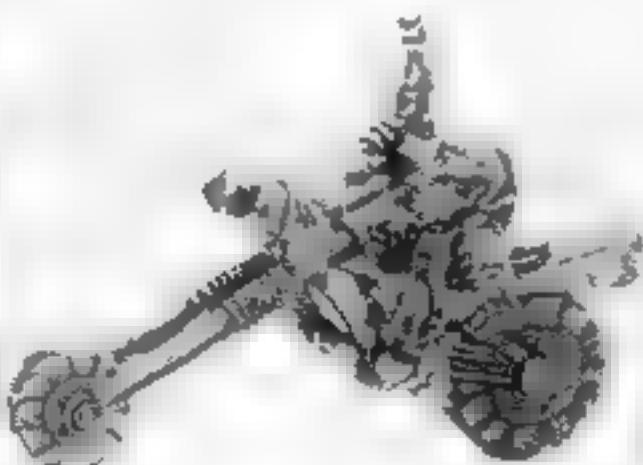
SIDE CAR
07'03411

THE COMPLETE HEAVY WEAPON TRIKE WITH SQUAT RIDER CONSISTS OF
1x BOLTERS OR HEADLIGHTS
1x TRIKE CHASSIS
1x FRONT WHEEL
1x SQUAT RIDER
1x PLASTIC ARMED SQUAT FROM PAGE 54 FOR THE GUNNER
2x TRIKE WHEELS
1x SWIVEL MOUNTED MULTI MELTA
PLEASE STATE WHICH ITEMS YOU REQUIRE

THE COMPLETE BIKE WITH SQUAT RIDER CONSISTS OF
1x BOLTERS OR HEADLIGHTS
1x BIKE CHASSIS
1x FRONT WHEEL
1x SQUAT RIDER
1x BIKE WHEEL
PLEASE STATE WHICH ITEMS YOU REQUIRE

THE COMPLETE BIKE WITH LIVING ANCESTOR SIDE CAR PASSENGER CONSISTS OF
1x COMPLETE BIKE WITH SQUAT RIDER
1x SIDE CAR WHEEL
1x LIVING ANCESTOR
1x SIDE CAR

THE COMPLETE TRIKE WITH SQUAT RIDER CONSISTS OF
1x BOLTERS OR HEADLIGHTS
1x BIKE CHASSIS
1x FRONT WHEEL
1x SQUAT RIDER
2x TRIKE WHEELS
PLEASE STATE WHICH ITEMS YOU REQUIRE



EXAMPLES OF THE COMPLETED SQUAT BIKER MODELS

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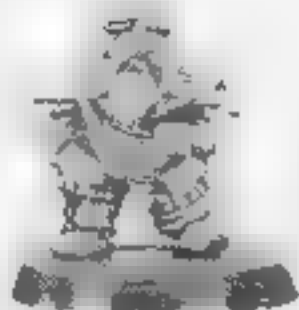


CITADEL
MINIATURES

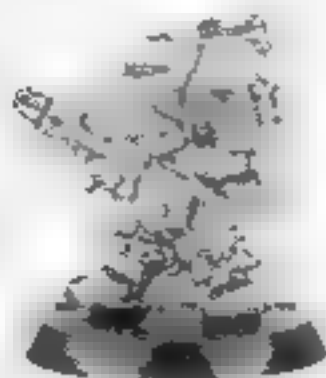
Designed by Michael Perry

SQUAT HEAVY WEAPONS

ALL OF THE GUNNER MODELS ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN PLEASE STATE WEAPON CHOICE WHEN ORDERING.



COMMANDER 1
07 01027



LOADER WITH
MAGAZINE
07204513



GUNNER 1
072 29 0



COMMANDER 2
072 2929



LOADER WITH
PLASMA GUN
07 01629



GUNNER 2
072 28



LAS CANNON
072129 2



HEAVY BOLTER
072112914



CONVERSION BEAMER
072 2915



MULTI-MELTA
072 29 3



EXAMPLES OF THE COMPLETED SQUAT HEAVY WEAPON MODELS

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MINIATURES

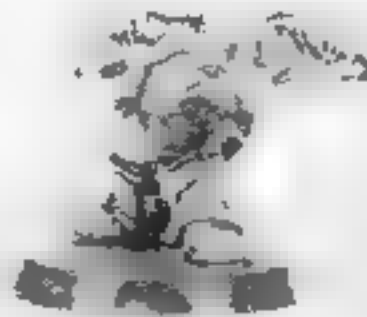
Designed by Alan Perry

CHAOS SQUATS

THESE MODELS ARE SUPPLIED WITH PLASTIC CHAOS BACK PACKS AS STANDARD



CHAOS SQUAT IN
POWER ARMOUR 1
07 0853



CHAOS SQUAT IN
POWER ARMOUR 2
0710852

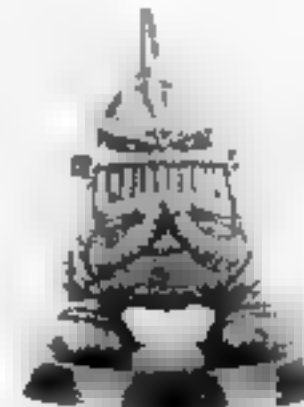


CHAOS SQUAT IN
POWER ARMOUR 3
07 0851

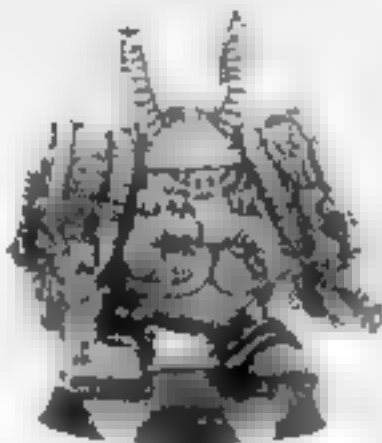
THE COMPLETE CHAOS SQUAT
IN EXO-ARMOUR CONSISTS OF:
1 x CHAOS EXO-ARMOUR BODY
1 x CHAOS BOLTER ARM
1 x CHAINWORD ARM
PLEASE STATE WHICH
ITEMS YOU REQUIRE



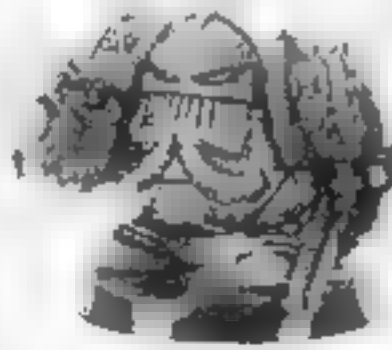
CHAOS EXO-
ARMOUR BODY 1
0710736



CHAOS EXO-
ARMOUR BODY 2
0710735



EXAMPLES OF THE COMPLETED CHAOS
SQUATS IN EX-ARMOUR MODELS.



CHAOS BOLTER ARM
0710737

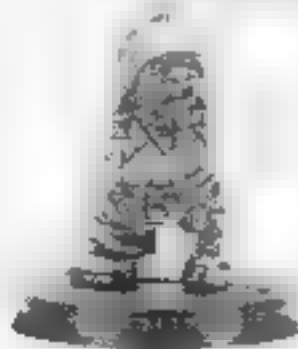


CHAINWORD ARM
0710738

THESE MINIATURES ARE ALL SUPPLIED WITH A SQUAT ARM SPRUE
AND A LAS GUN AND HEAVY BOLTER SPRUE AS STANDARD



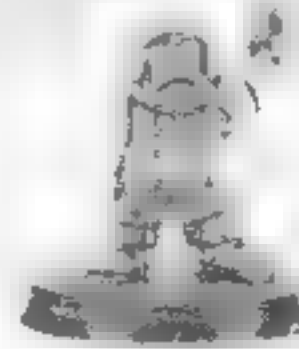
HORNS
0710856



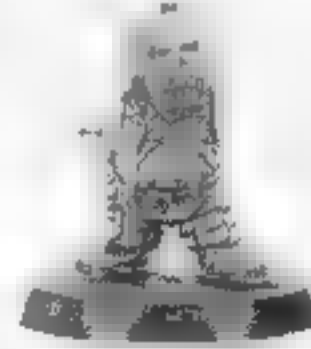
BEAST LEG
07 3855



TENTACLES
0710857



CLAW
0710854



SKULL HEAD
07 0858

EXAMPLES OF THE COMPLETED CHAOS SQUAT MODELS



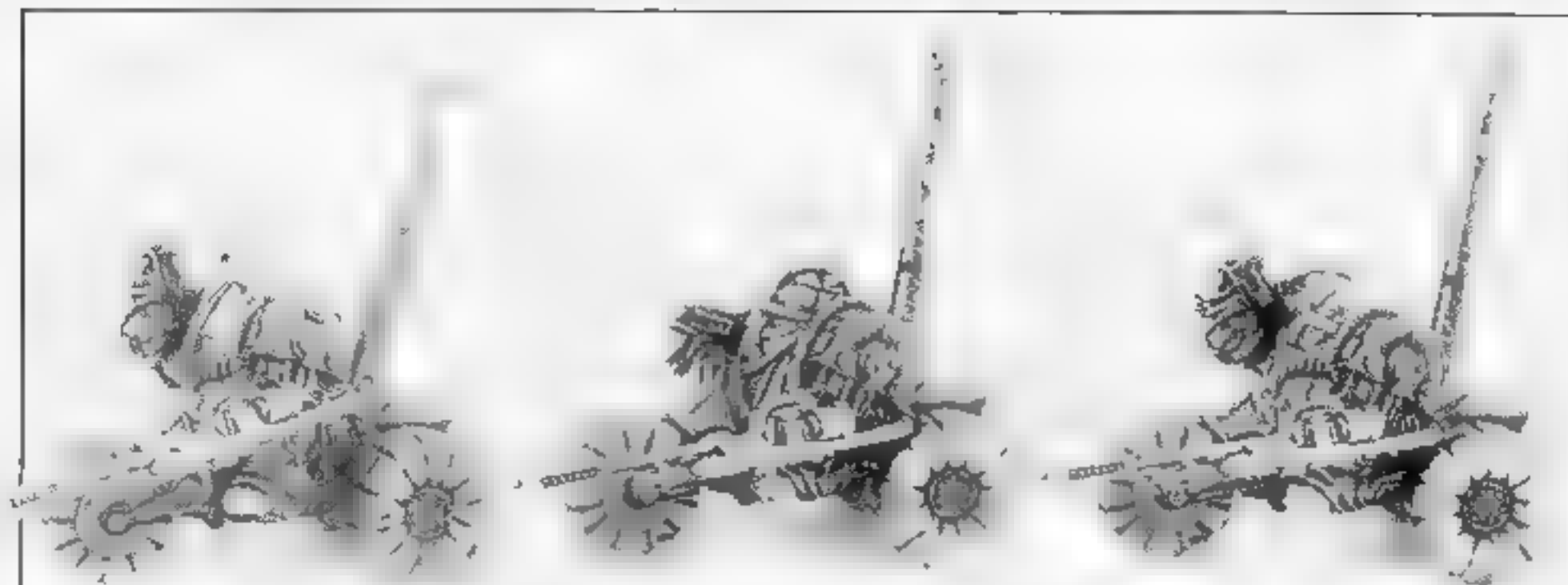
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MINIATURES

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SQUATS IN EXO-ARMOUR

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EXAMPLES OF THE SQUAT EXO-ARMOUR ON TRIKE MODELS



TRIKE WHEEL
071034/8



TRIKE WHEEL
071034/17



TRIKE CHASSIS
071073/0



BANNER POLE
071073/11



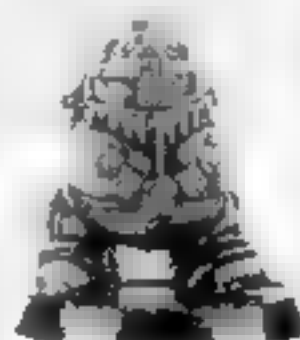
LANCE ARM
071073/9



EXO-ARMOUR BODY 1
071073/1



EXO-ARMOUR BODY 2
071073/2



EXO-ARMOUR BODY 3
071073/2



BOLTER ARM
071073/3



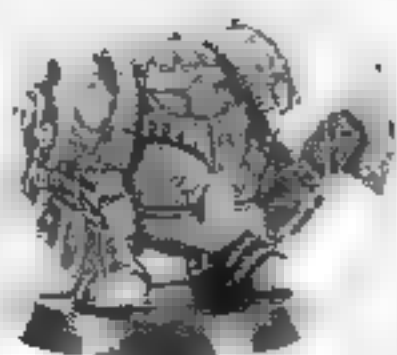
POWER AXE ARM
071073/4

THE COMPLETE SQUAT EXO-ARMOUR ON TRIKE MODEL CONSISTS OF:

- 1 x TRIKE WHEEL
 - 1 x TRIKE CHASSIS
 - 2 x TRIKE WHEELS
 - 1 x BANNER POLE
 - 1 x LANCE ARM
 - 1 x BOLTER ARM
 - 1 x EXO-ARMOUR BODY
- PLEASE STATE WHICH ITEMS YOU REQUIRE

THE COMPLETE SQUAT IN EXO-ARMOUR CONSISTS OF:

- 1 x EXO-ARMOUR BODY
 - 1 x BOLTER ARM
 - 1 x POWER AXE ARM
- PLEASE STATE WHICH ITEMS YOU REQUIRE



EXAMPLE OF THE COMPLETED SQUATS IN EXO-ARMOUR MODELS



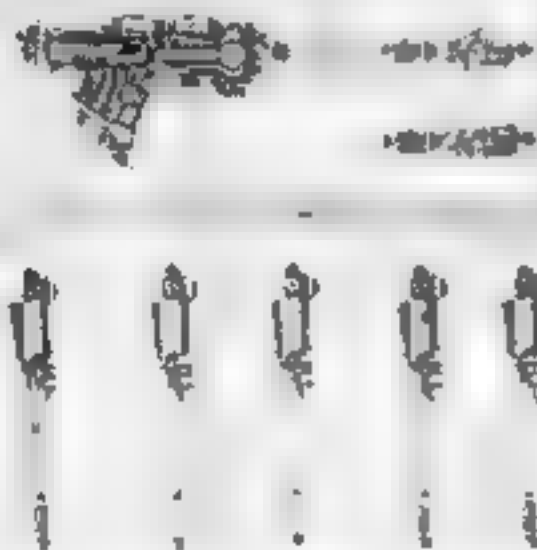
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Designed by Michael Perry

SPACE DWARFS



The Space Dwarfs boxed set contains enough plastic sprues to make 36 Space Dwarf Mercenary warriors. This plastic kit includes 9 Squat head and body sprues, 6 Las guns and Heavy bolter sprues, 8 Squat arms sprues and 36 round plastic bases.



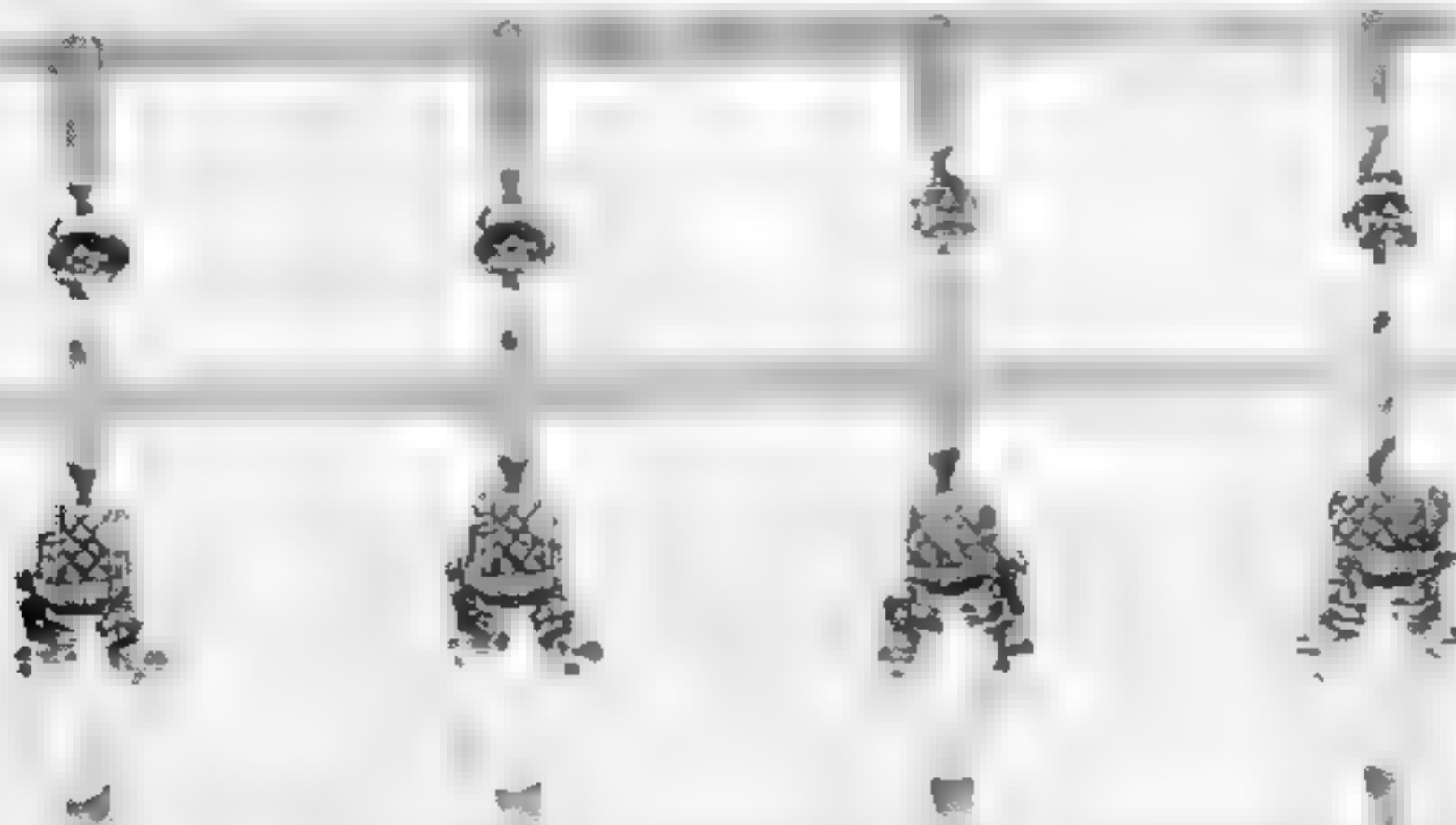
LAS GUNS AND HEAVY BOLTER SPRUE
131329



SQUAT HEAD AND BODY SPRUE
131304



SQUAT ARM SPRUE
132127



Designed by Alan and Michael Perry

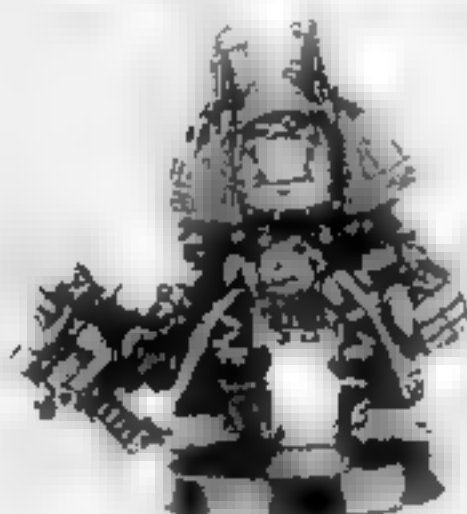
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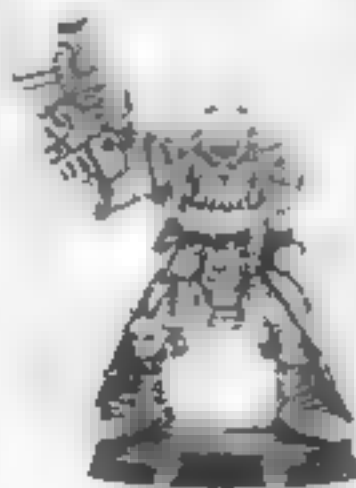
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MINIATURES



ORK BOSSES



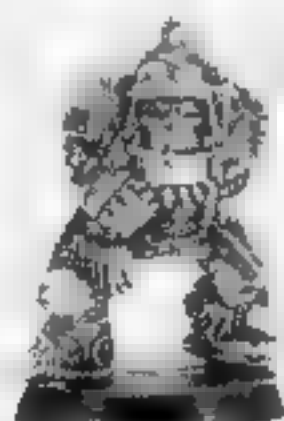
BAD MOON 1*
070669/4



DEATH SKULL
070669/6



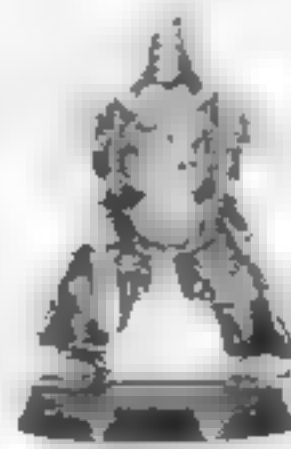
BLOOD AXE 1*
070669/1



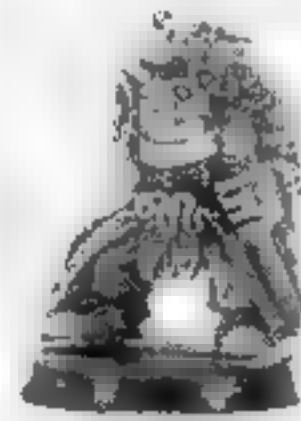
BAD MOON 2
070669/11



GOFF 1
070669/3

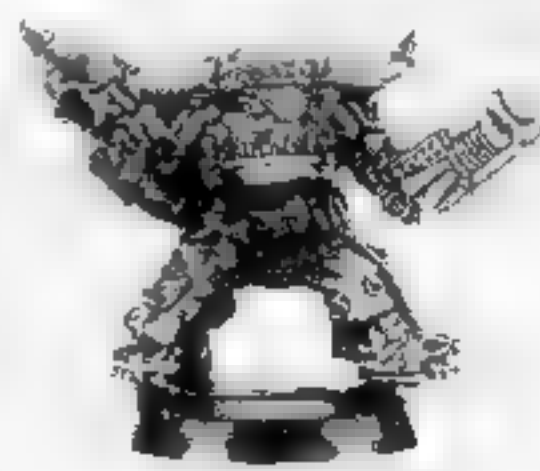


EVIL SUNZ 1
070669/5



SNAKE BITE 1
070669/2

THESE MODELS, EXCEPT THOSE MARKED WITH AN ASTERIX, ARE ALL SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



EXAMPLES OF THE COMPLETED ORK BOSSES

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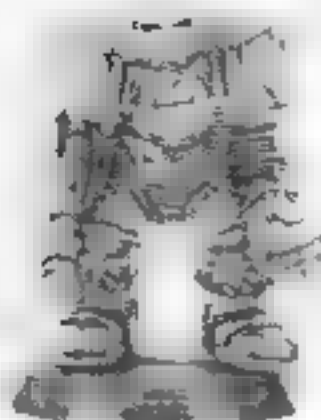
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MINIATURES

Designed by Kev Adams

ORK BOSSES



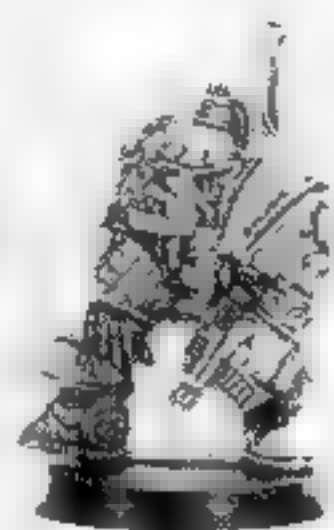
GOFF 2
07056 15



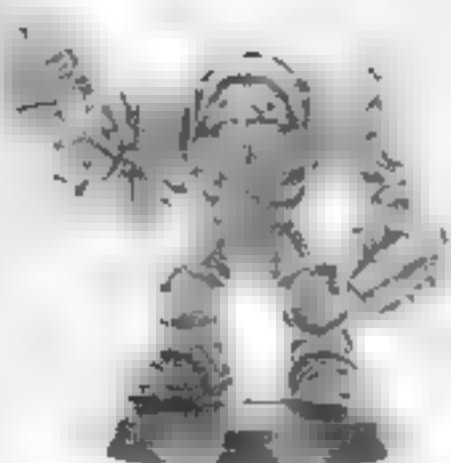
BIONIK ARM AND
KUSTOM WEAPON 1*
070561/11



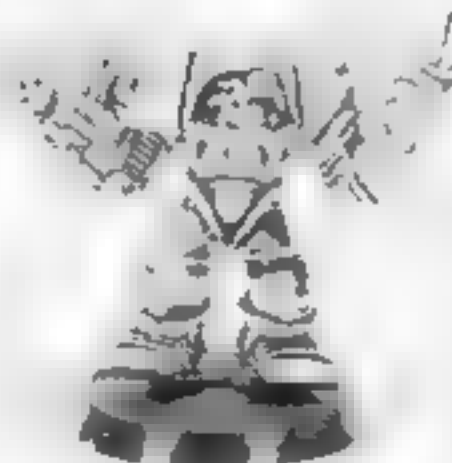
BIONIK ARM AND
KUSTOM WEAPON 2*
070561/2



BAD MOON 3*
070561/4
SEPERATE BANNER POLE
070561/5



BOLTA AND
POWER FIST*
070561/1



BIONIK EYE*
070561/3



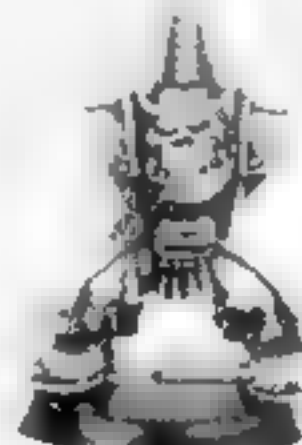
PLASMA GUN*
070561/13



KUSTOM
BIONIK ARM*
070561 12



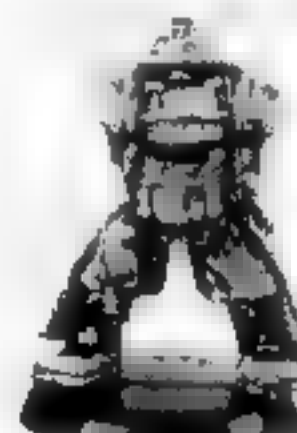
BLOOD AXE 2
070561/9



SNAKE BITE 2
070561/7



GOFF 3
070561/8



EVIL SUNZ 2
07056 0

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EXAMPLES OF THE COMPLETED ORK BOSSES

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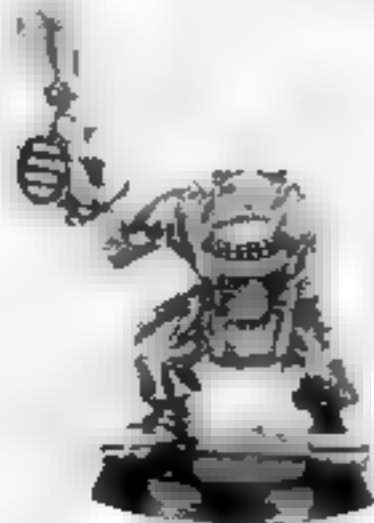


CITADEL
MINIATURES

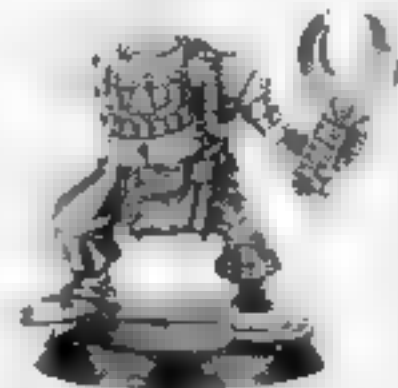
Designed by Kev Adams

PAINBOYZ

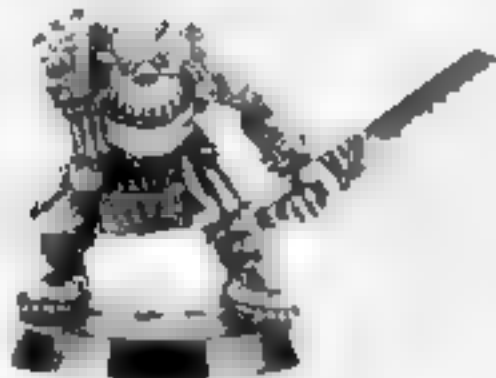
THESE MODELS ARE ALL SUPPLIED WITH A ORK ARMS
SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



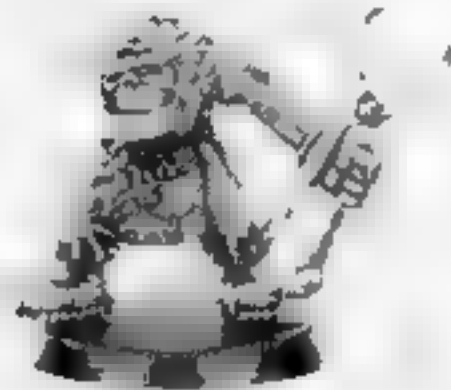
SCISSORS
07062011



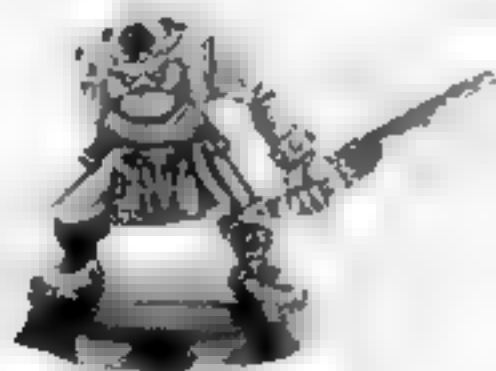
STAINLESS STEEL SKULL
07062023



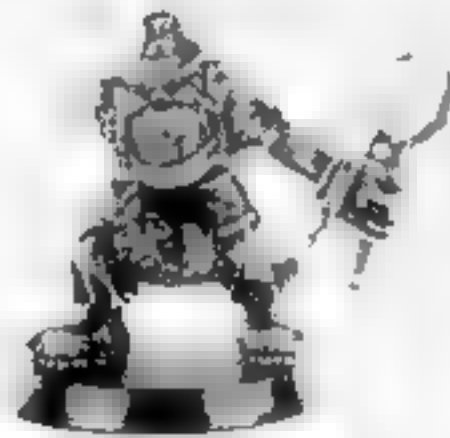
BONE SAW 1
07062022



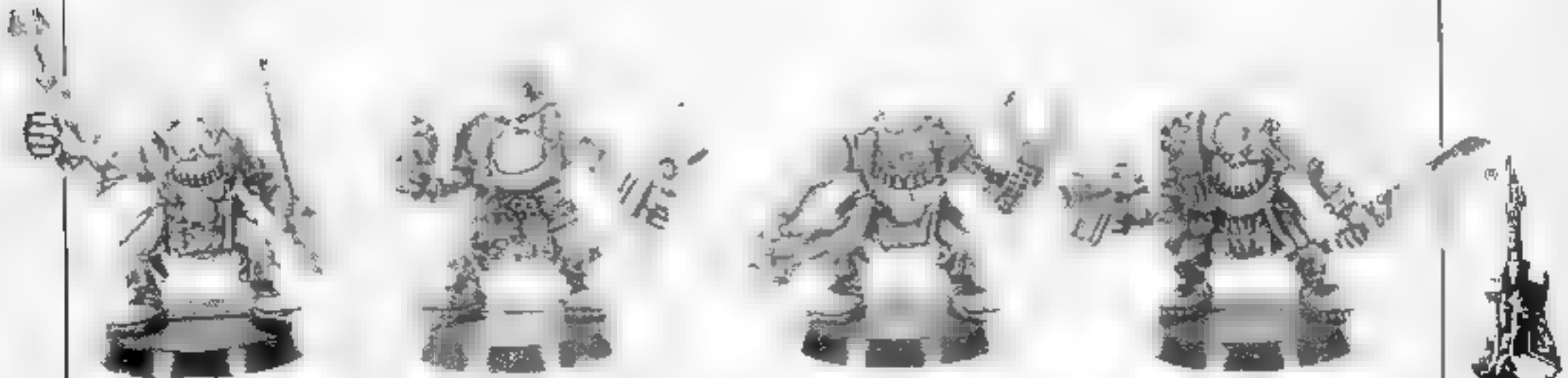
PINCERS
07062010



BONE SAW 2
07062012



PINCERS AND
HAIR SQUIG



EXAMPLES OF THE COMPLETED PAINBOYZ.

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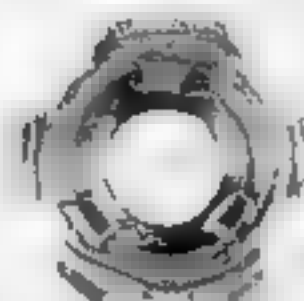
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ORK DREADNOUGHT

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UPPER TORSO
SECTION
070644/1



MIDDLE TORSO
SECTION
070644/2



LOWER TORSO
SECTION
070644/3



LAS CANNON
RT83/M



HEAVY PLASMA GUN
072129/5



STRAIGHT POWER CLAW ARM
070644/8



LONG LEG
070644/10



HATCH
070644/4



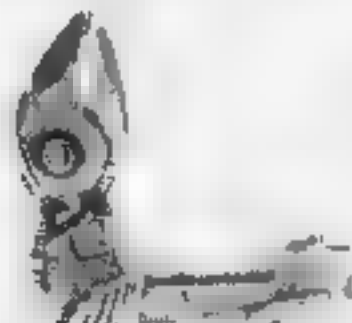
BANNER POLE
070644/5



HEAVY FLAMER
072129/3



MISSILE LAUNCHER
072129/4



BELTED POWER CLAW
070644/9



LEG
070644/11



GRETCHIN PILOT
070644/6

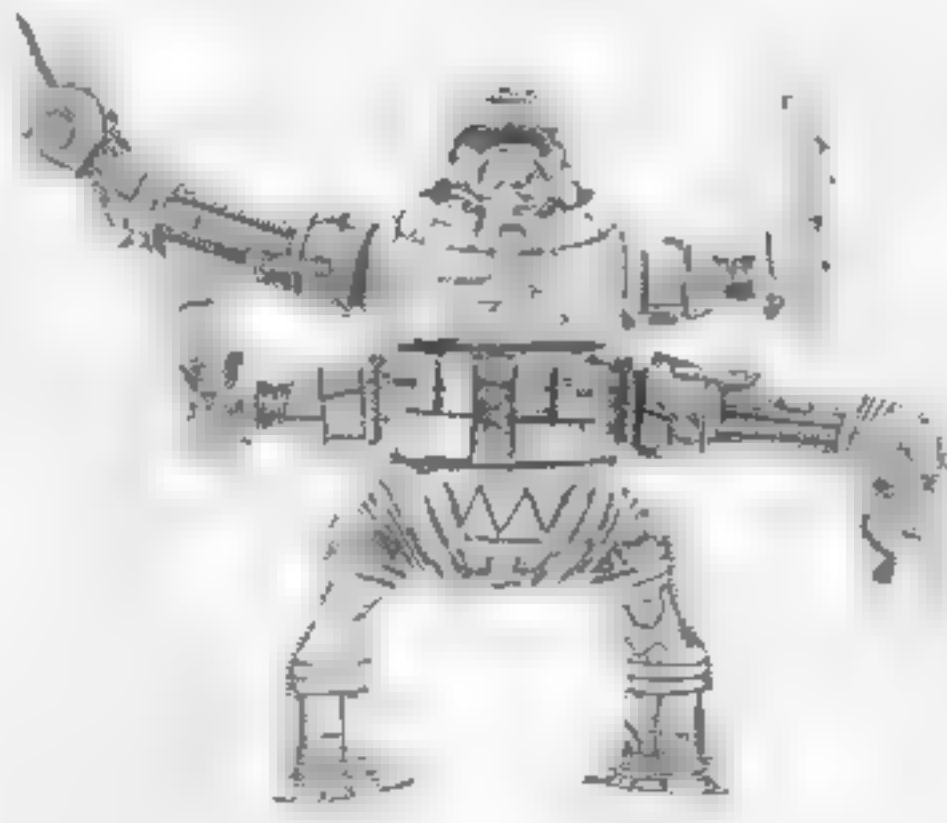


WEAPON MOUNT
070644/7

THE COMPLETE ORK DREADNOUGHT CONSISTS OF

- 1 x UPPER TORSO SECTION
- 1 x MIDDLE TORSO SECTION
- 1 x LOWER TORSO SECTION
- 2 x POWER CLAW ARMS
- 1 x GRETCHIN PILOT
- 1 x BANNER POLE
- 2 x WEAPON MOUNTS
- 2 x WEAPONS
- 2 x LEGS
- 1 x HATCH

PLEASE STATE WHICH LEGS, WEAPONS
AND POWER CLAW ARMS WHEN YOU ORDER.



EXAMPLE OF THE COMPLETED ORK DREADNOUGHT



CITADEL
MINIATURES

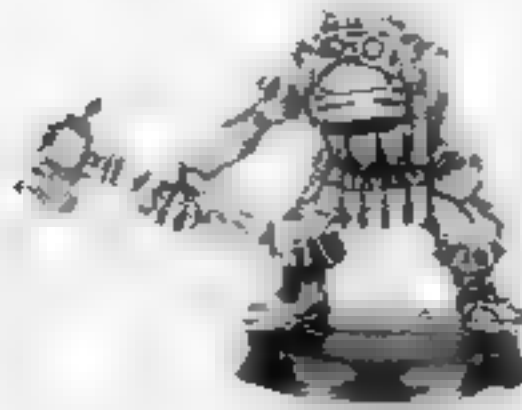
Designed by Kev Adams

MEKBOYZ

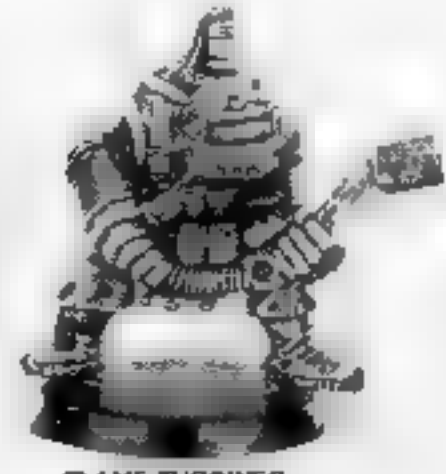
THESE MODELS ARE ALL SUPPLIED WITH A ORK ARMS
SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



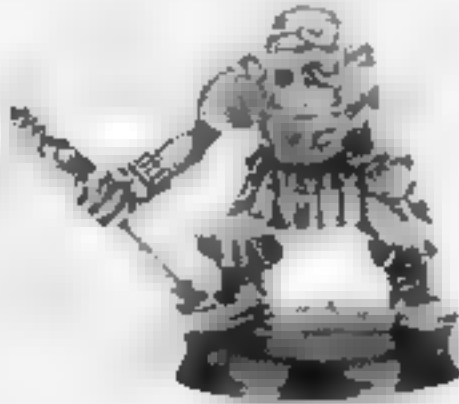
KUSTOM WEAPON 1
070620/2



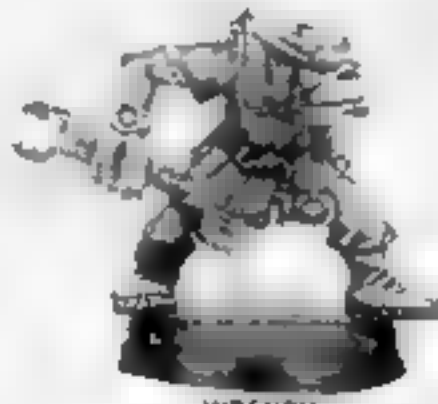
BIG HAMMER
070620/19



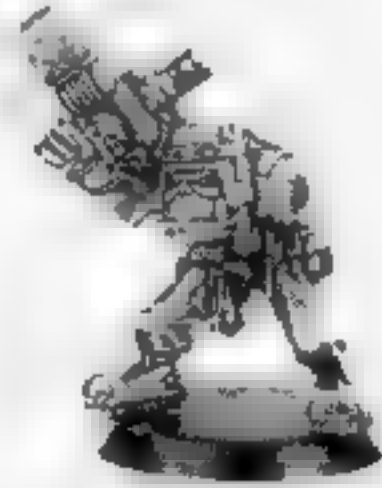
FLAME THROWER
070620/20



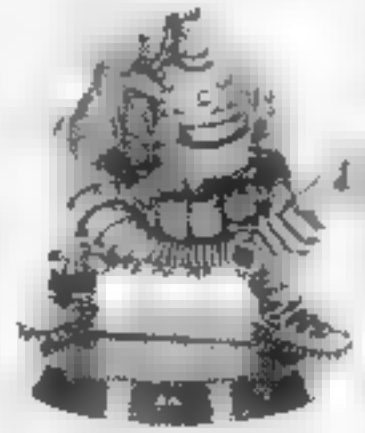
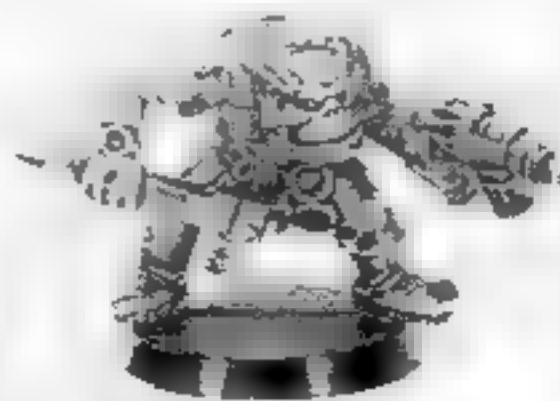
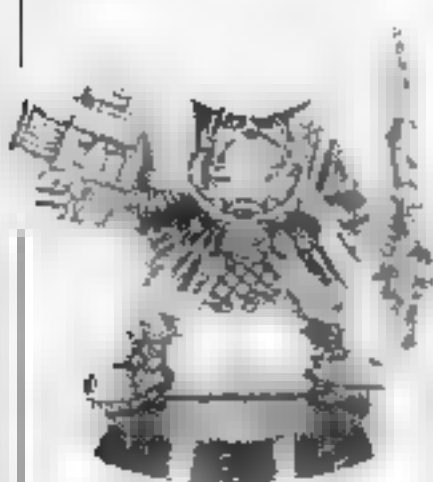
CUTTER
070620/3



WRENCH
070620/2



KUSTOM WEAPON 2
070620/1



EXAMPLES OF THE COMPLETED MEKBOYZ

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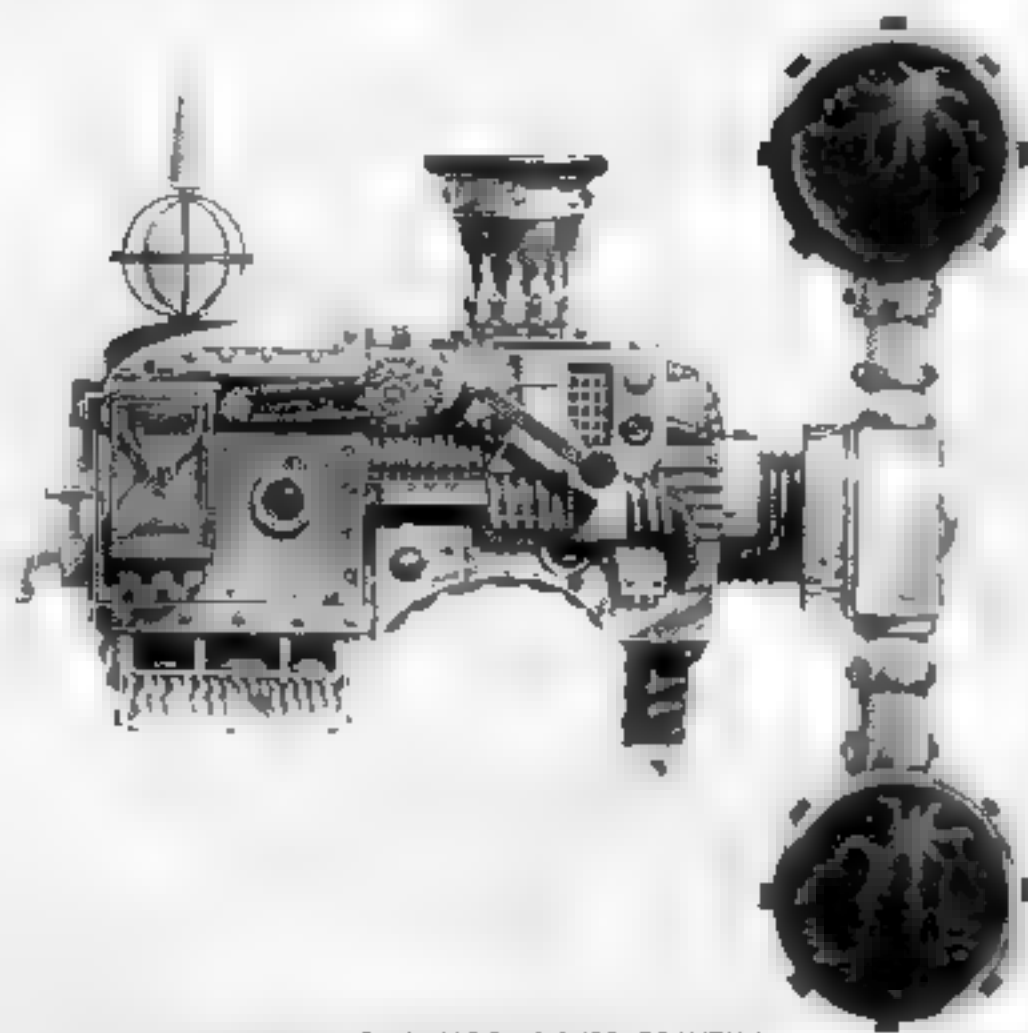
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CITADEL
MINIATURES

Designed by Kev Adams

ORK INVENTIONS



SHOKK ATTACK GUN

THIS MODEL IS SUPPLIED WITH A
ORK ARMS SPRUE AS STANDARD



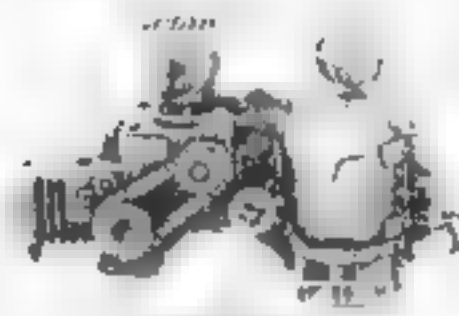
AN EXAMPLE OF THE COMPLETED
SHOKK ATTACK GUN



MEK BOY
070686/3



SPINNING GUBBINGS
070696/1



FIELD GENERATOR
070686/2

RUNTBOT

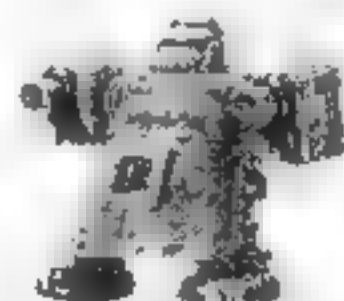


BODY
07067 1

THE COMPLETE RUNTBOT
MODEL CONSISTS OF
1 x BODY
2 x BOMB LOBBERS

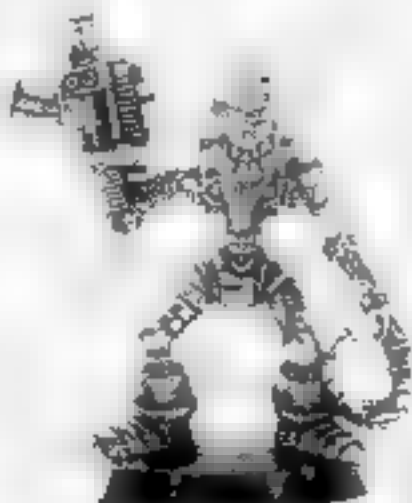


BOMB LOBBER
070671/2

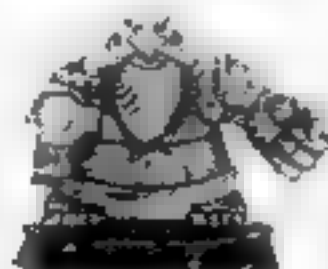


THIS IS THE ASSEMBLED MODEL

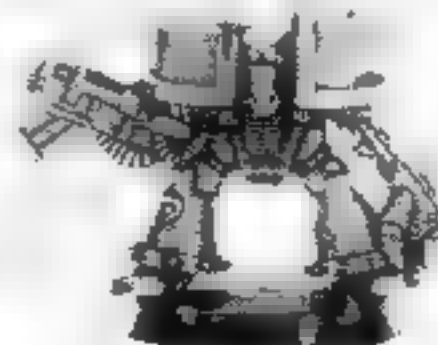
ROBOTZ



"ELDAR" TINBOY
070671/5



"SQUAT" TINBOY
070671/3



"MARINE" TINBOY
070671/4

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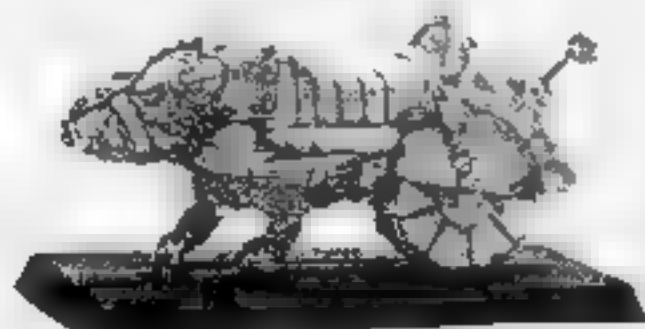
CITADEL
MINIATURES

Designed by Kev Adams

ORK CYBOAR

Designed by Colin Dixon

NOTE THAT THE ORK CYBOAR IS NOT SUPPLIED WITH A RIDER.
ANY OF THE PLASTIC ORKS FROM THE SPACE ORK BOX SET
WILL FIT ON THIS MODEL.



ORK CYBOAR
070598/7

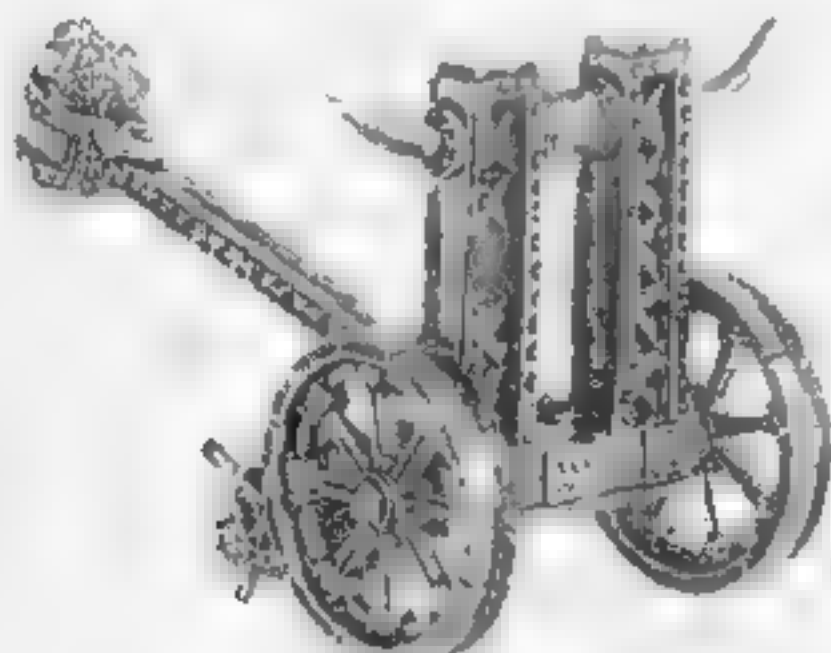


AN EXAMPLE OF A PLASTIC SPACE ORK
RIDING THE ORK CYBOAR

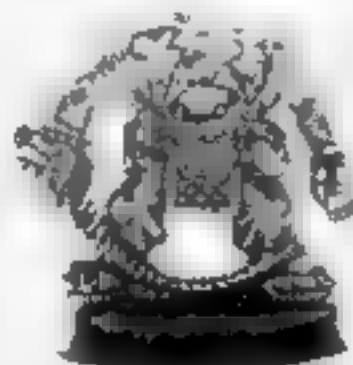
SQUIG KATAPULT

Designed by Kev Adams

THIS MODEL IS SUPPLIED WITH A
ORK ARMS SPRUE AS STANDARD



THE COMPLETED KATAPULT



RUNTHERD WITH WHIP
070703/8



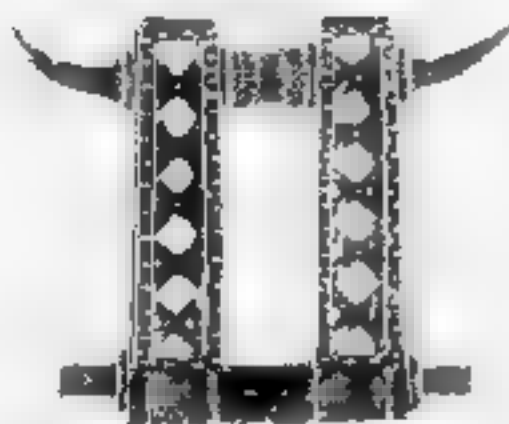
RUNT WITH
DAGGER
070703/9



RUNT WITH BUZZER
SQUIG POT
070703/8



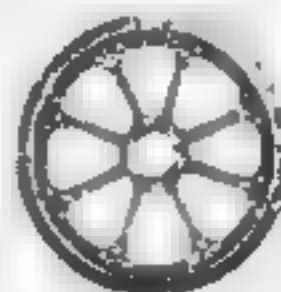
RUNT WITH A
BAG OF SQUIGS
070703/7



KATAPULT
FRONT
070703/1



KATAPULT
BASE
070703/2



WHEEL
072045/8



WINDING
HANDLE
070703/4



PILE OF
SQUIGS
070703/5



KATAPULT
ARM
070703/3

THE COMPLETE SQUIG KATAPULT CONSISTS OF

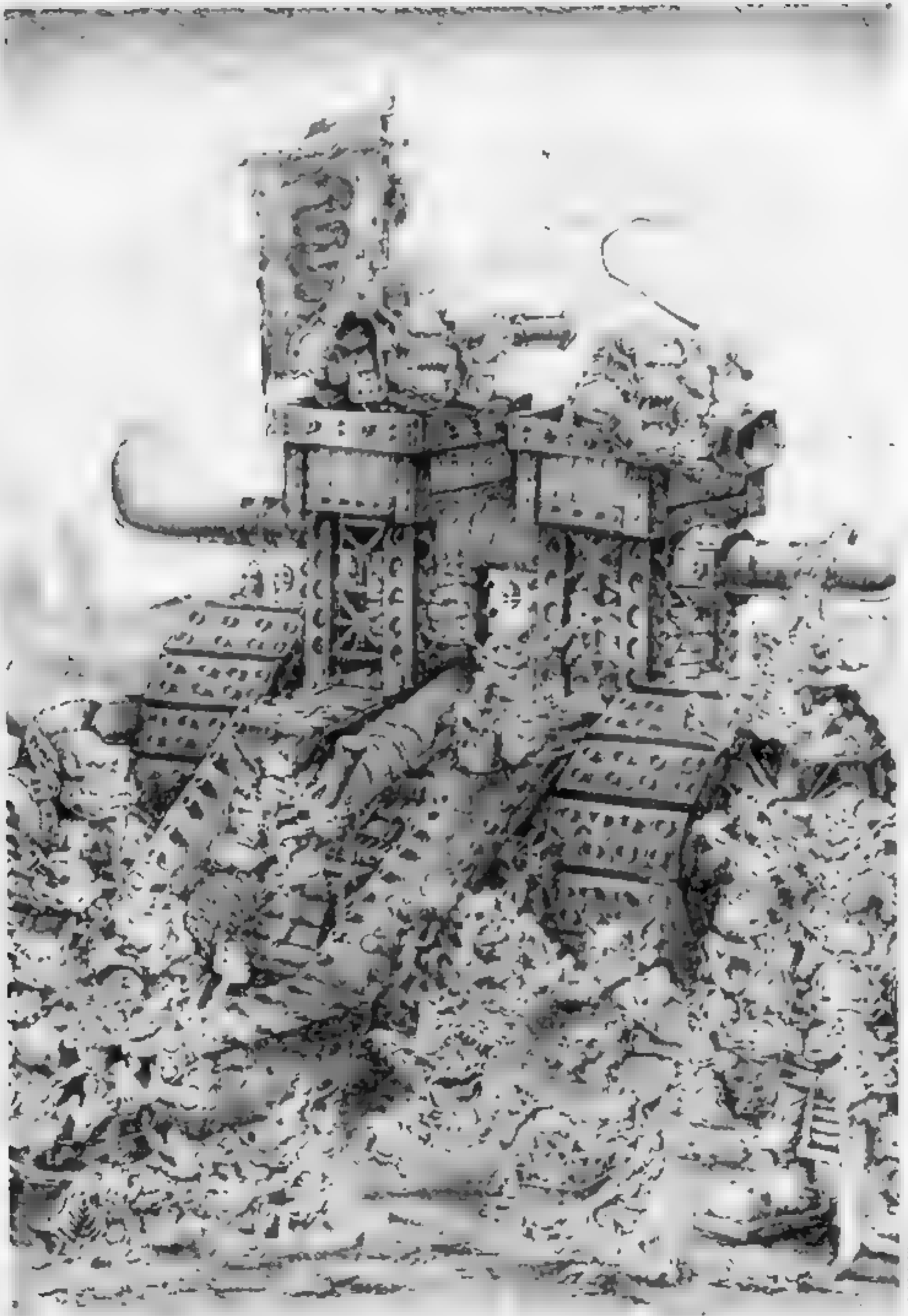
1 x RUNTHERD WITH WHIP	1 x RUNT WITH DAGGER
1 x RUNT WITH BUZZER SQUIG POT	2 x WHEELS
1 x RUNT WITH A BAG OF SQUIGS	1 x WINDING HANDLE
1 x PILE OF SQUIGS	1 x KATAPULT BASE
1 x KATAPULT FRONT	1 x KATAPULT ARM

MINIATURES SUPPLIED UNPAINTED. PAINTING IS THE PLAYER'S RESPONSIBILITY.

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CYTARDEL
MINIATURES

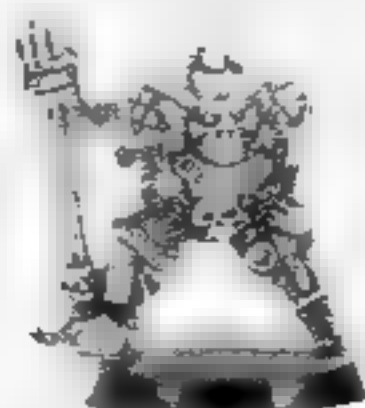


RUNTHERDZ RUNTS & SQUIGS

THE RUNTHERD MODELS ARE ALL SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



Snake Biter RuntHERD
WITH RUNT-POLE
070620/14



RuntHERD WITH
RUNT-HOOK AND PEG LEG
070602/17



DEATH SKULL RuntHERD
WITH MEGAPHONE
070620/18



RuntHERD WITH
HOOK HAND
070620/13



SNAKE BITE RuntHERD
WITH BIONIC HOOK ARM
070620/16



RuntHERD WITH
MEGAPHONE
070620/15



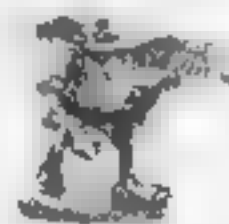
RUNT SELLING
SQUIGS
070669/0A



RUNT WITH
SERVING PLATTER
070669/9A



RUNT WITH
SPANNER
070669/10B



RUNT WITH
CUTTERS
070669/9B



RUNT WITH STICK BOMB
AND AMMO BOX
070669/10C



RUNT WITH
PLANS
070669/10D



RUNT WITH
SHELL
070669/9C



RUNT WITH
PENNANT
070669/9D



SQUIG 4
070669/7A



SQUIG 1
070669/8A



SQUIG 2
070669/8B



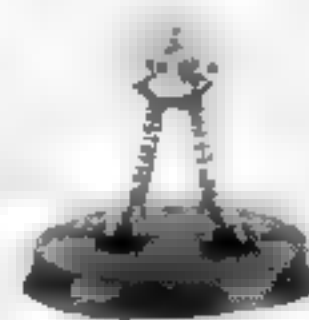
SQUIG 3
070669/8C



SQUIG 5
070669/8D

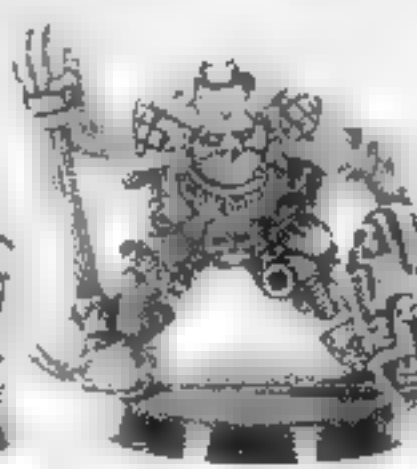
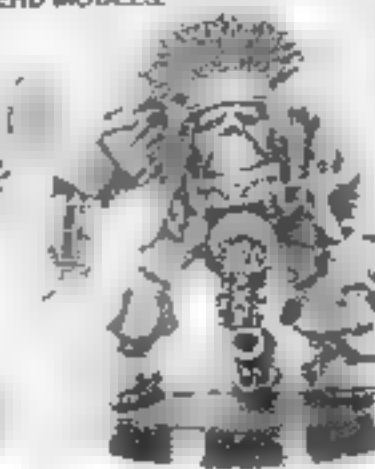
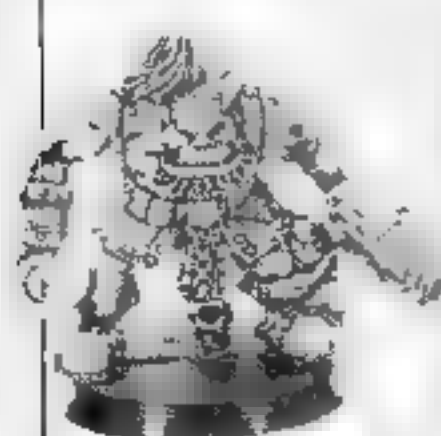


SQUIG 6
070669/7B



SQUIG 7
070669/7C

EXAMPLES OF THE COMPLETED RuntHERD MODELS.



CITADEL
MINIATURES

Designed by Kev Adams

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GRETCHIN



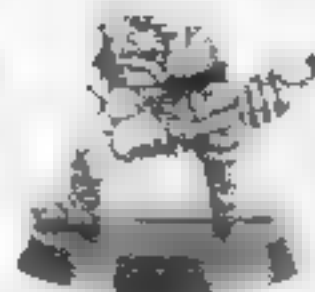
CARRYING A
AMMO BOX AND
SHOTGUN
070559/1



CARRYING
A WRENCH
070559/4



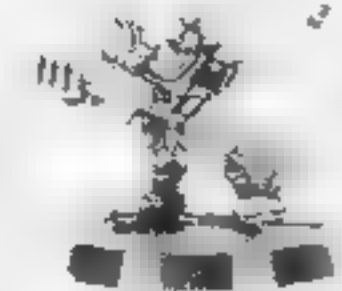
ARMED WITH A
KNIFE AND SAWN
OFF SHOTGUN 1
070559/12



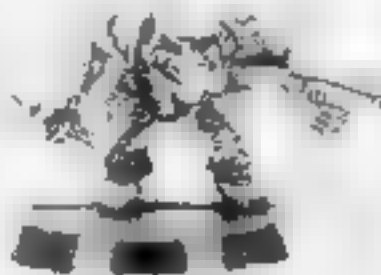
GRETCHIN WITH A
PEG LEG AND
BLUNDERBUSS
070559/15



LOADING A
BLUNDERBUSS
070559/10



ARMED WITH A
BLUNDERBUSS 1
070559/7



ARMED WITH A
KNIFE AND SAWN
OFF SHOTGUN 2
070559/15



ARMED WITH A
BLUNDERBUSS 2
070559/15



ARMED WITH A
SHOTGUN 1
070559/9



ARMED WITH A
BLUNDERBUSS 3
070559/8



ARMED WITH A
SAWN OFF SHOTGUN
070559/13



CARRYING A
BLUNDERBUSS 4
070559/4



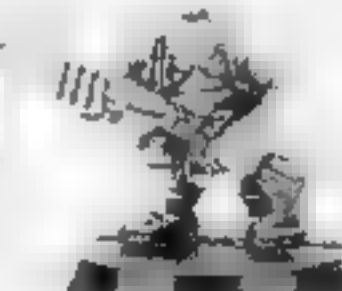
CARRYING A
BOLTER
070559/8



ARMED WITH A
BLUNDERBUSS 5
070559/5



ARMED WITH A
KNIFE AND SAWN
OFF SHOTGUN 3
070559/5



ARMED WITH A
BLUNDERBUSS 6
070559/7



ARMED WITH A
BLUNDERBUSS 7
070559/3



ARMED WITH A
BLUNDERBUSS 8
070559/3



FREEBOOTER
GRETCHIN ARMED
WITH A SHOTGUN 1
070559/22



ARMED WITH A
BLUNDERBUSS 9
070559/8



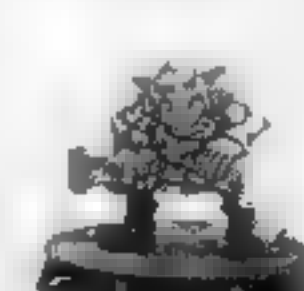
ARMED WITH A
SHOTGUN 2
070559/9



FREEBOOTER
GRETCHIN ARMED
WITH A SHOTGUN 2
070559/20



FREEBOOTER
WITH A KNIFE AND A
SAWN OFF SHOTGUN
070559/17



ARMED WITH A
BLUNDERBUSS 10
070559/17



ARMED WITH A
BLUNDERBUSS 11
070559/19



ARMED WITH A
KNIFE AND SAWN
OFF SHOTGUN 4
070559/2



PLAYING
SQUIGPIPES
070559/25



CARRYING A
BANNER POLE
070559/24

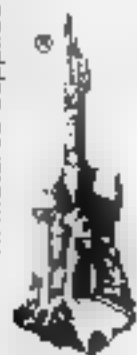


CARRYING A
TORCH AND
BLUNDERBUSS
070559/23



FREEBOOTER
GRETCHIN WITH
BLUNDERBUSS
070559/21

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CITADEL
MINIATURES

Designed by Kev Adams with Colin Dixon

ORK MADBOYZ

THESE MODELS ARE ALL SUPPLIED WITH A ORK ARMS
SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD



MADBOY 1
070618/4



MADBOY 2
070618/6



MADBOY 3
070618/3



MADBOY 4
070618/1



MADBOY 5
070618/8



MADBOY 6
070618/4



MADBOY 7
070618/7



MADBOY 8
070618/1



MADBOY 9
070618/2



MADBOY 10
070618/15



MADBOY 11
070618/17



MADBOY 12
070618/5



MADBOY 13
070618/9



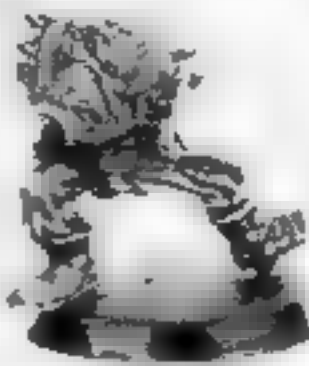
MADBOY 14
070618/13



MADBOY 15
070618/10



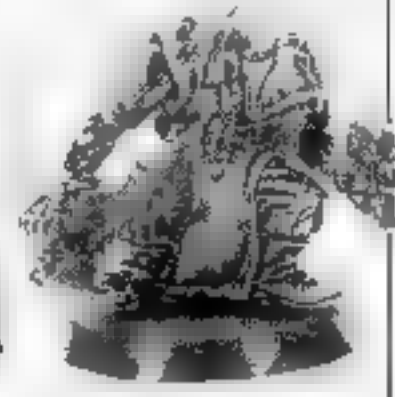
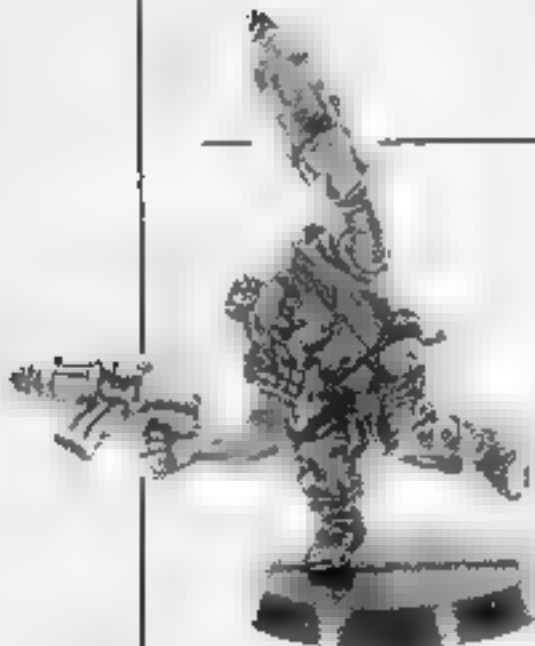
MADBOY 16
070618/5



MADBOY 17
070618/18



MADBOY 18
070618/12



EXAMPLES OF THE COMPLETED ORK MADBOYZ

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CITADEL
MINIATURES

Designed by Kev Adams with the Citadel Design Team

WEIRD BOYZ



BLOOD AXE
070620/8



SNAKE BITE
070620/9



EVIL SUNZ
070620/4



GOFF
070620/7



DEATH SKULL
070620/5

ALL OF THESE MODELS, EXCEPT FOR THE GOFF, ARE SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.



BAD MOON
070620/6



WEIRD BOY 1
070657/5

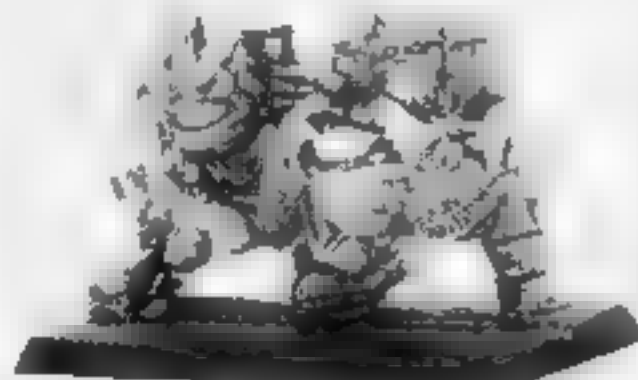


WEIRD BOY 2
070657/4

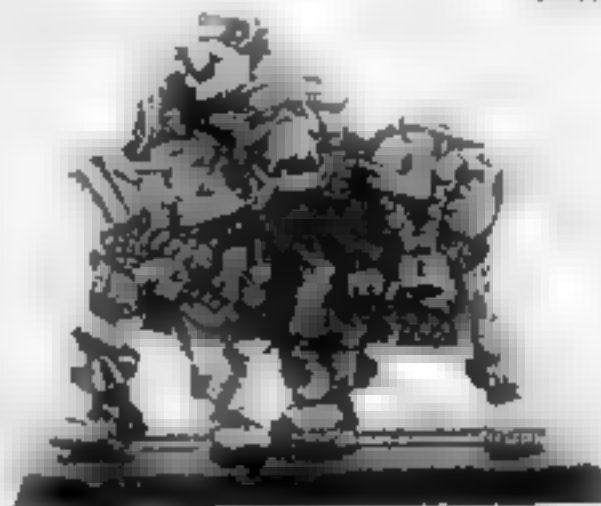


WARHEAD WEIRDBOY
070683/15

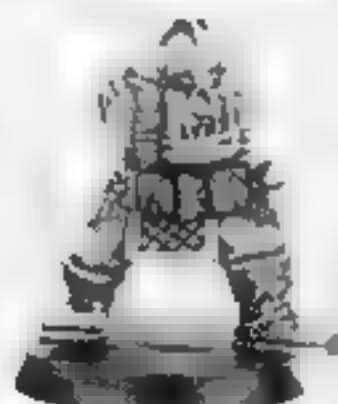
MINDERS



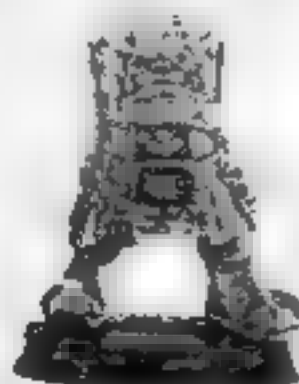
MINDERZ FIRING
WEIRD BOY
070657/2



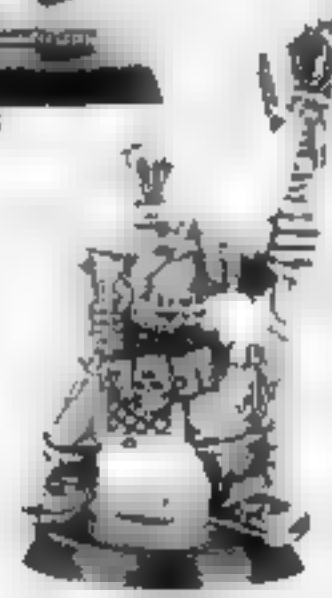
MINDERZ HOLDING
WEIRD BOY
070657/1



MINDER 1
070605/25

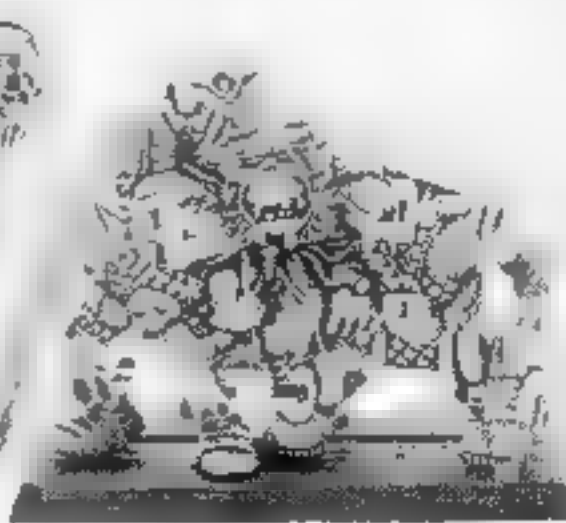
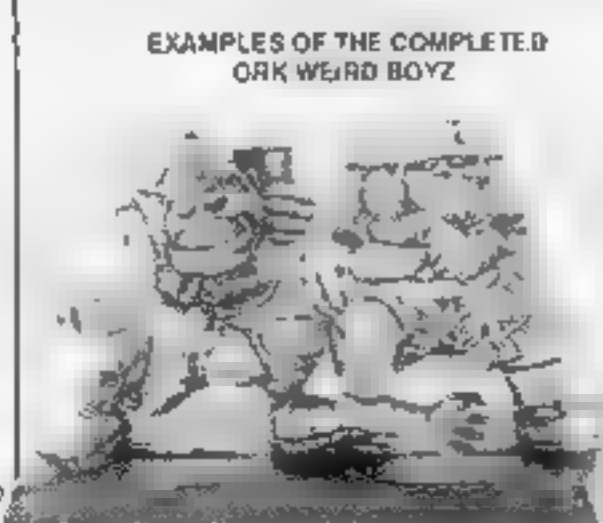


FREEBOOTER MINDER
070657/3



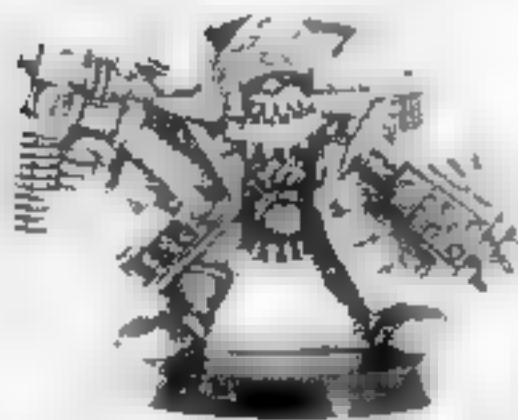
MINDER HOLDING
COPPER STAFF
070605/19

EXAMPLES OF THE COMPLETED ORK WEIRD BOYZ



Designed by Kev Adams with the Citadel Design Team

ORK FREEBOOTERZ



FLASH GIT NOB WITH POWER CLAW AND KUSTOM WEAPON
070683/14



RENEGADE MEK WITH BIONK WEAPON
070683/6



BAD DOC WITH BIONK POWER CLAW
070683/7



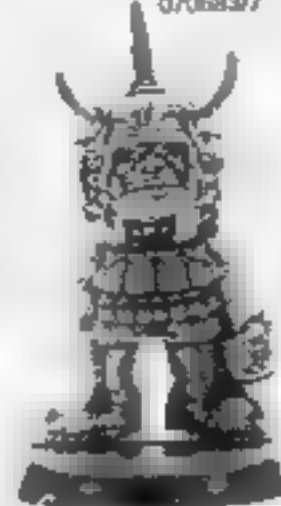
FREEBOOTER BOY 1
070683/3



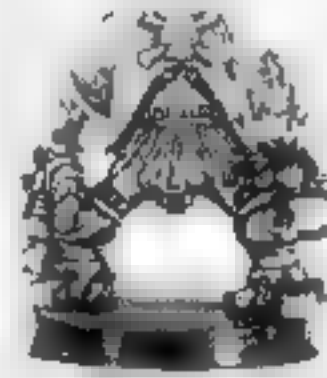
FREEBOOTER BOY 2
070683/5



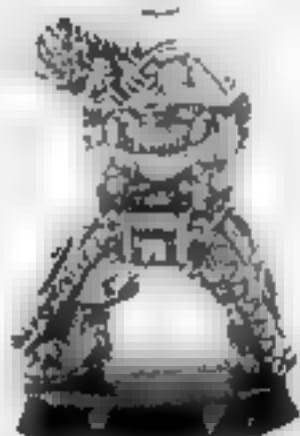
FREEBOOTER KAPTIN
070683/4



STORMBOY OF KHORNE
070683/1



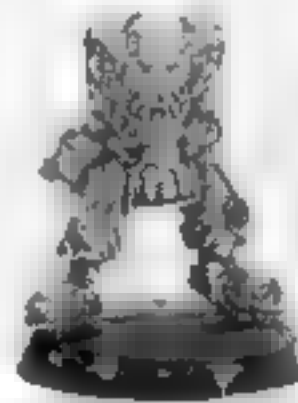
PIRATE WITH BIONK BODY
070683/2



FLASH GIT NOB
070683/14



FREEBOOTER BOY 3
070683/13



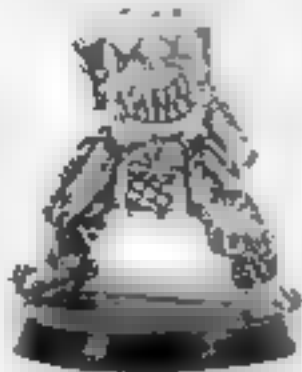
ORKGENESTEALER HYBRID
070683/12



ORK CHAOS CHAMPION
070683/8



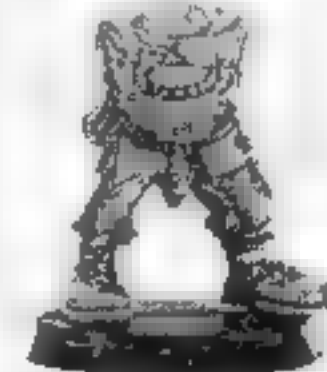
FREEBOOTER BOY 4
070683/9



ORK MUTANT
070683/10



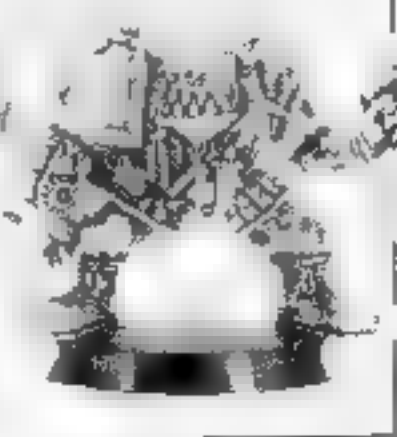
FREEBOOTER BOY 5
070683/11



FREEBOOTER BOY 6
070683/16

ALL OF THESE MODELS, EXCEPT THOSE MARKED WITH AN ASTERIX, ARE SUPPLIED WITH A ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD

EXAMPLES OF THE COMPLETED ORK FREEBOOTERZ



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Designed by Kev Adams

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ORK BOYZ

STANDARD BEARERS



BOLTA AND
HELMET 1
070510/10

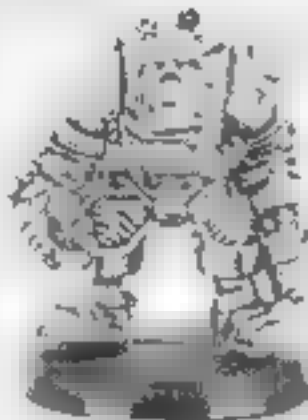


BOLTA AND
HELMET 2
070510/15



BOLTA AND
GOGGLES
070510/17

COMMANDERS



BOLTA AND
POWER ARM 1
0705 0/38

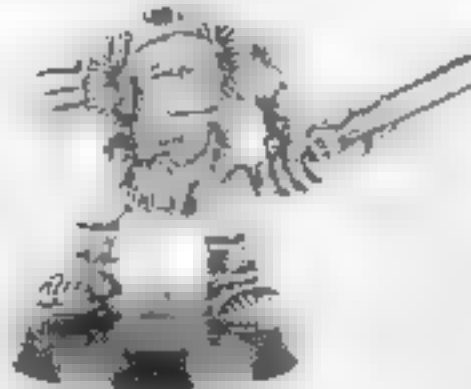


PLASMA PISTOL
AND POWER ARM
070510/45

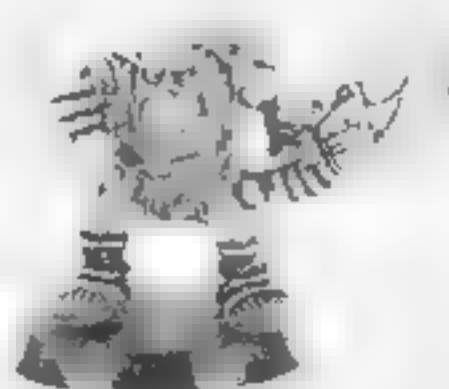


BOLTA AND
POWER ARM 2
070510/31

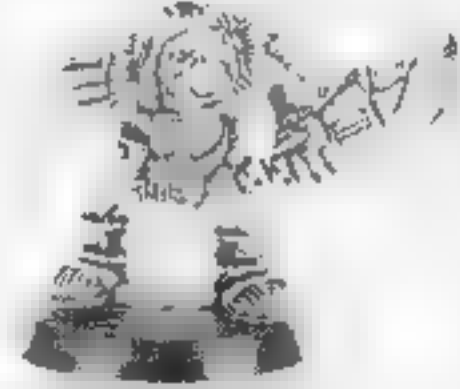
CHAMPIONS



POWER SWORD,
HELM AND GOGGLES
070510/34

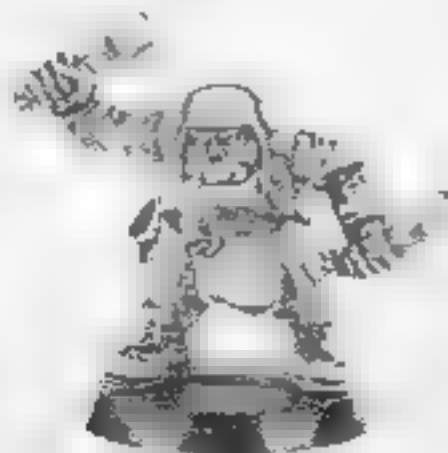


POWER AXE
070510/36



POWER AXE AND HELM
0705 0/41

MUSICIANS



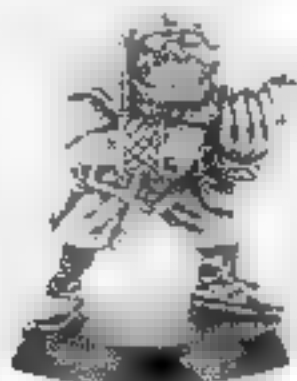
DRUM AND HELMET
070510/68



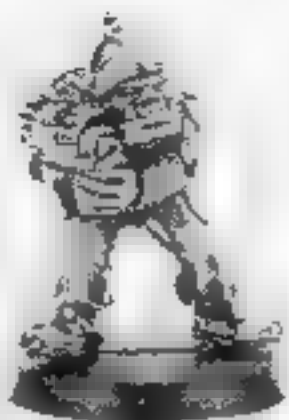
DRUM AND CAP
070510/67



ORK BOYZ



BOLTA 1
07051032



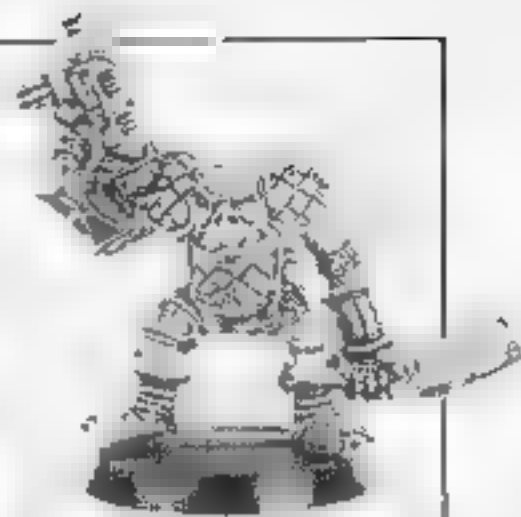
BOLTA 2
0705102



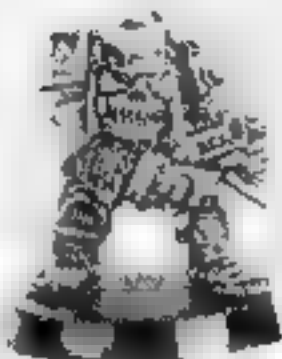
BOLTA AND
STICKBOMB 1
07051054



BOLTA AND
CHAINSWORD 1
07051043



BOLTA AND
KLEAVER
0705107



BOLTA 3
07051048



BOLTA AND
FLAMER 1
0705105



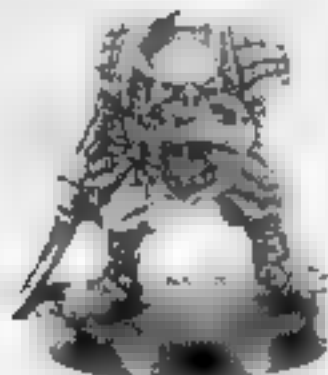
BOLTA AND
PLASMA GUN 1
07051037



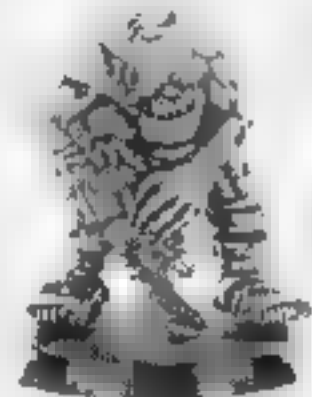
BOLTA 4
07051051



BOLTA AND
GUTRIPPA 1
07051050



BOLTA 5
07051039



BOLTA 6
0705104



BOLTA 7
07051053



BOLTA 8
0705 098



BOLTA 9
07051047



BOLTA AND
PLASMA GUN 2
0705 052



BOLTA 10
07051040



BOLTA AND
STICKBOMB 2
07051046



BOLTA 11
0705106



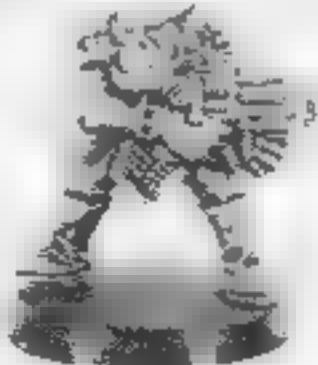
BOLTA 12
07051033



BOLTA 13
07051035



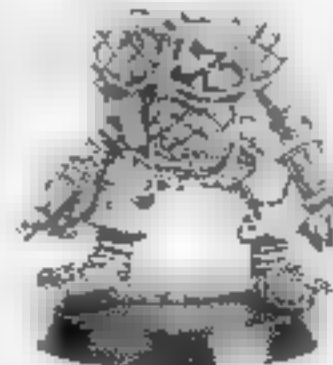
BOLTA 14
07051044



BOLTA 15
07051011



BOLTA AND
CHAINSWORD 2
0705101



BOLTA AND
GUTRIPPA 2
0705103

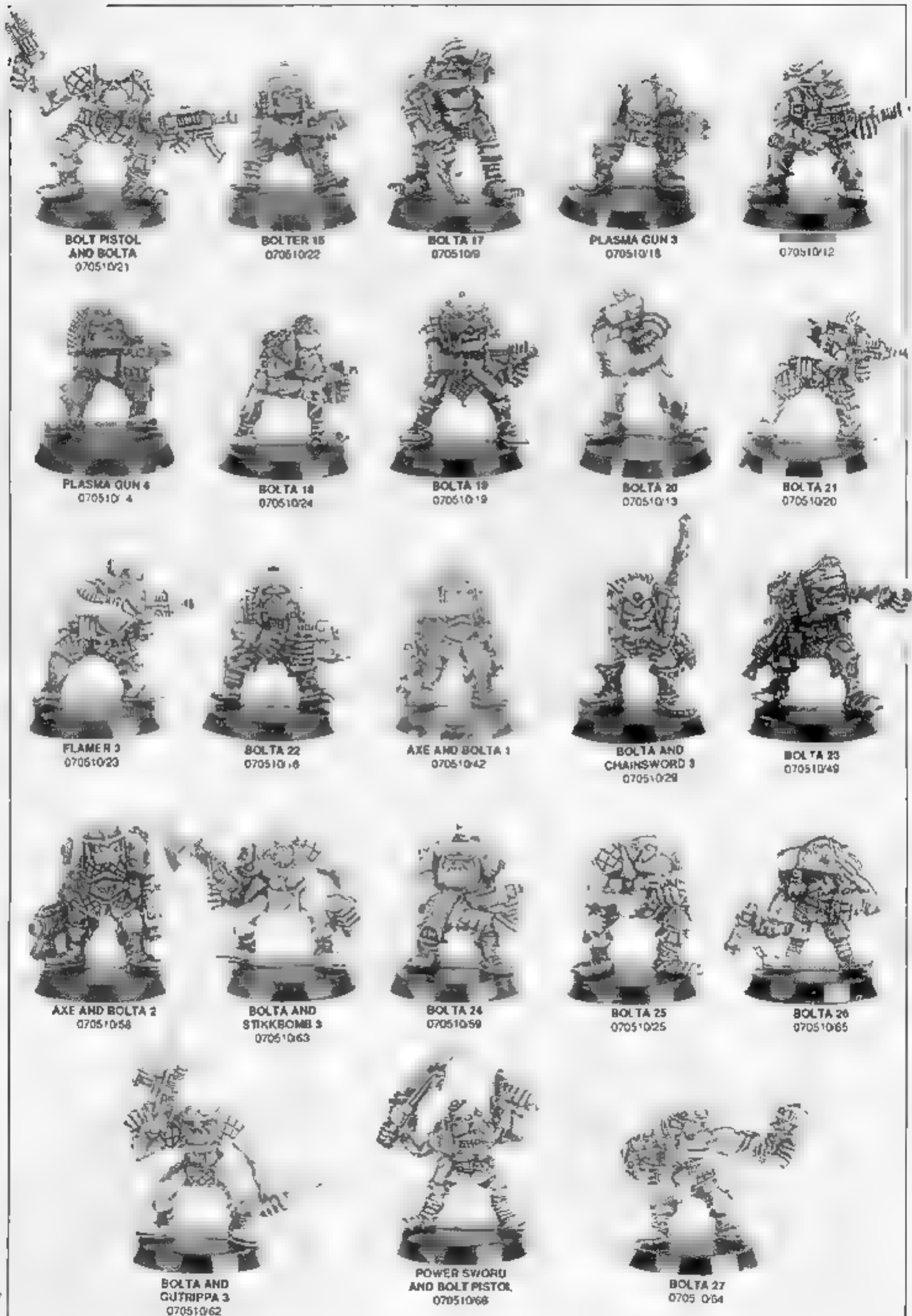
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CITADEL
MINATURES

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ORK BOYZ

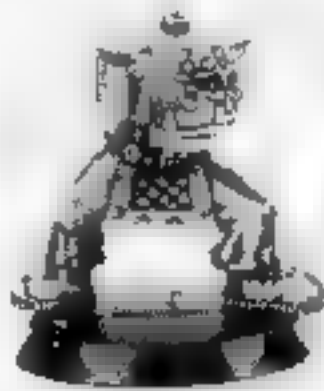


Designed by Kev Adams

ORK BOYZ

THESE MODELS ARE ALL SUPPLIED WITH A ORK ARMS
SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD.

GOFFS



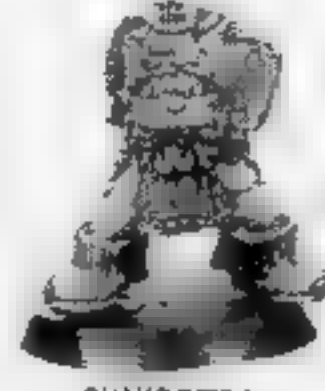
GOFF 1
070605/1



GOFF 2
070605/8

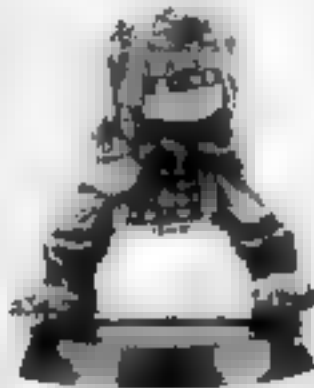


SNAKE BITE 1
070605/3

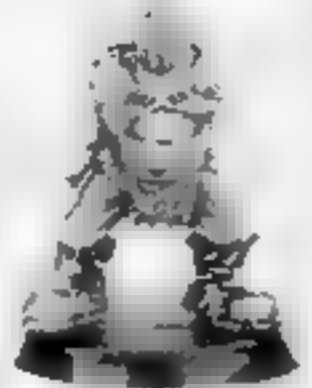


SNAKE BITE 2
070605/7

BAD MOONS



BAD MOON 1
070605/16



BAD MOON 2
070605/14

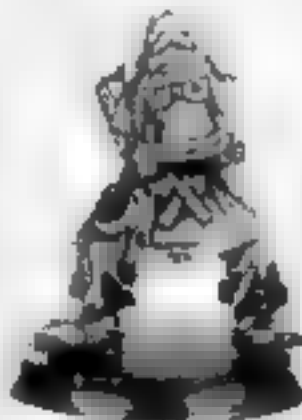


BAD MOON 3
070605/13



070605/29

BLOOD AXES



BLOOD AXE 1
070605/21

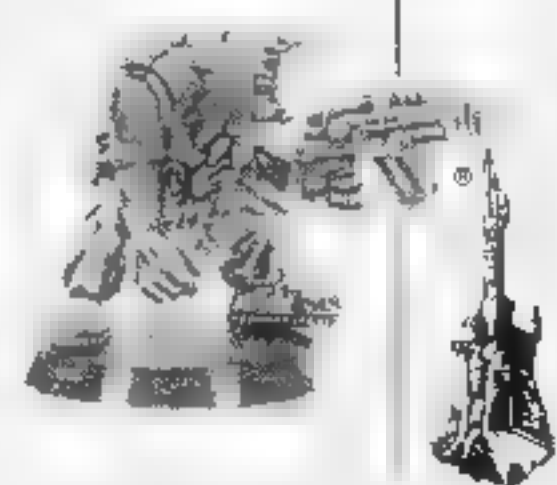
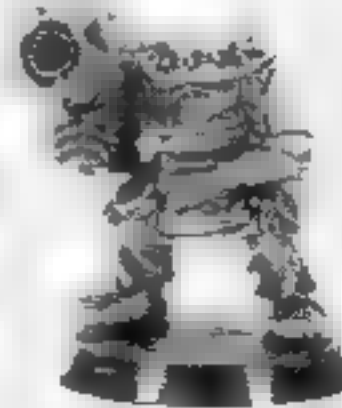
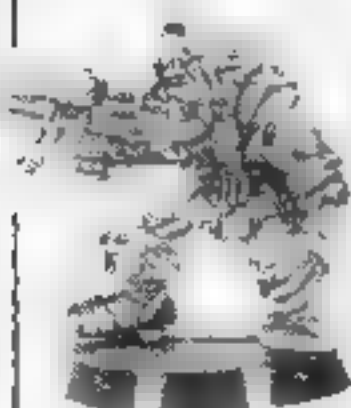


BLOOD AXE 2
070605/2



BLOOD AXE 3
070605/3

EXAMPLES OF THE COMPLETED ORK BOYZ



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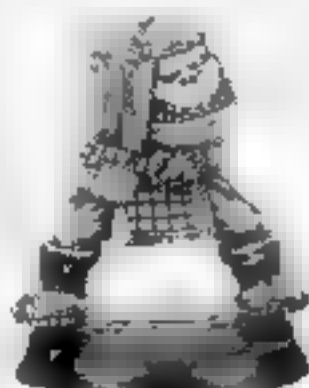
Designed by Kev Adams

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MINIATURES

ORK BOYZ

THESE MODELS ARE ALL SUPPLIED WITH A ORK ARMS
SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD

EVIL SUNZ



EVIL SUN 1
070605/27



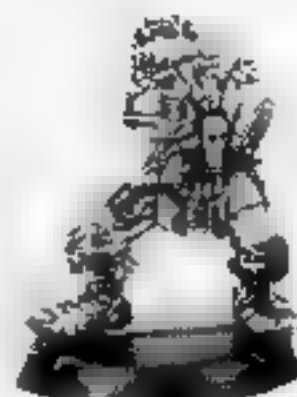
EVIL SUN 2
070605/8



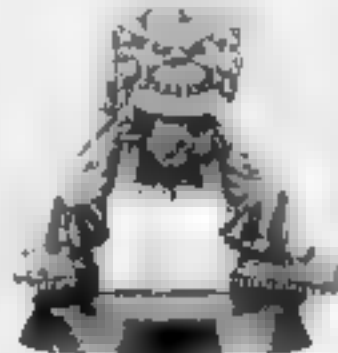
DEATH SKULL 1
070605/22



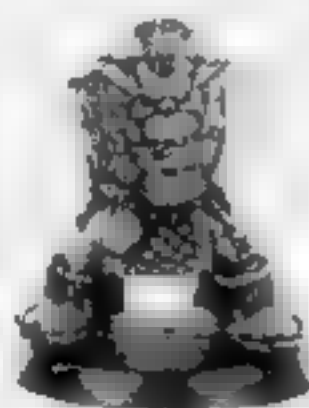
DEATH SKULL 2
070605/11



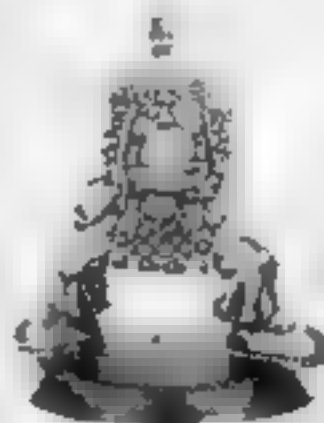
DEATH SKULL 3
070605/2



BOY 1
070605/17



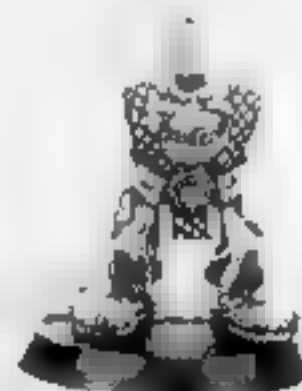
BOY 2
070605/24



BOY 3
070605/20



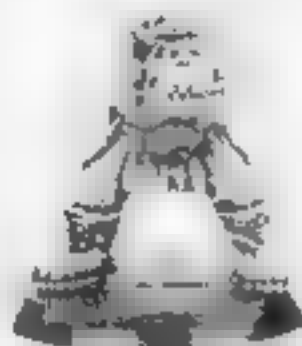
BOY 4
070605/5



BOY 5
070605/15



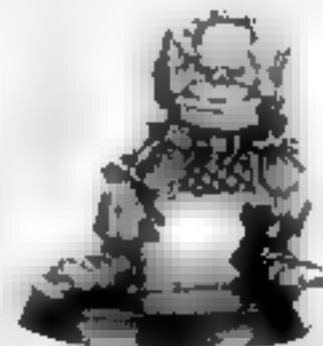
BOY 6
070605/10



BOY 7
070605/9

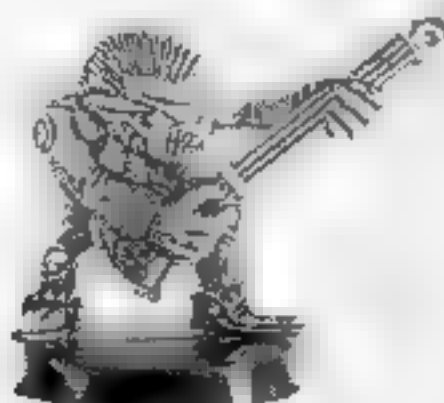


BOY 8
070605/23



BOY 9
070605/4

GOFF ROK BAND



ROCKER 1
070730/2



ROCKER 2
070730/3



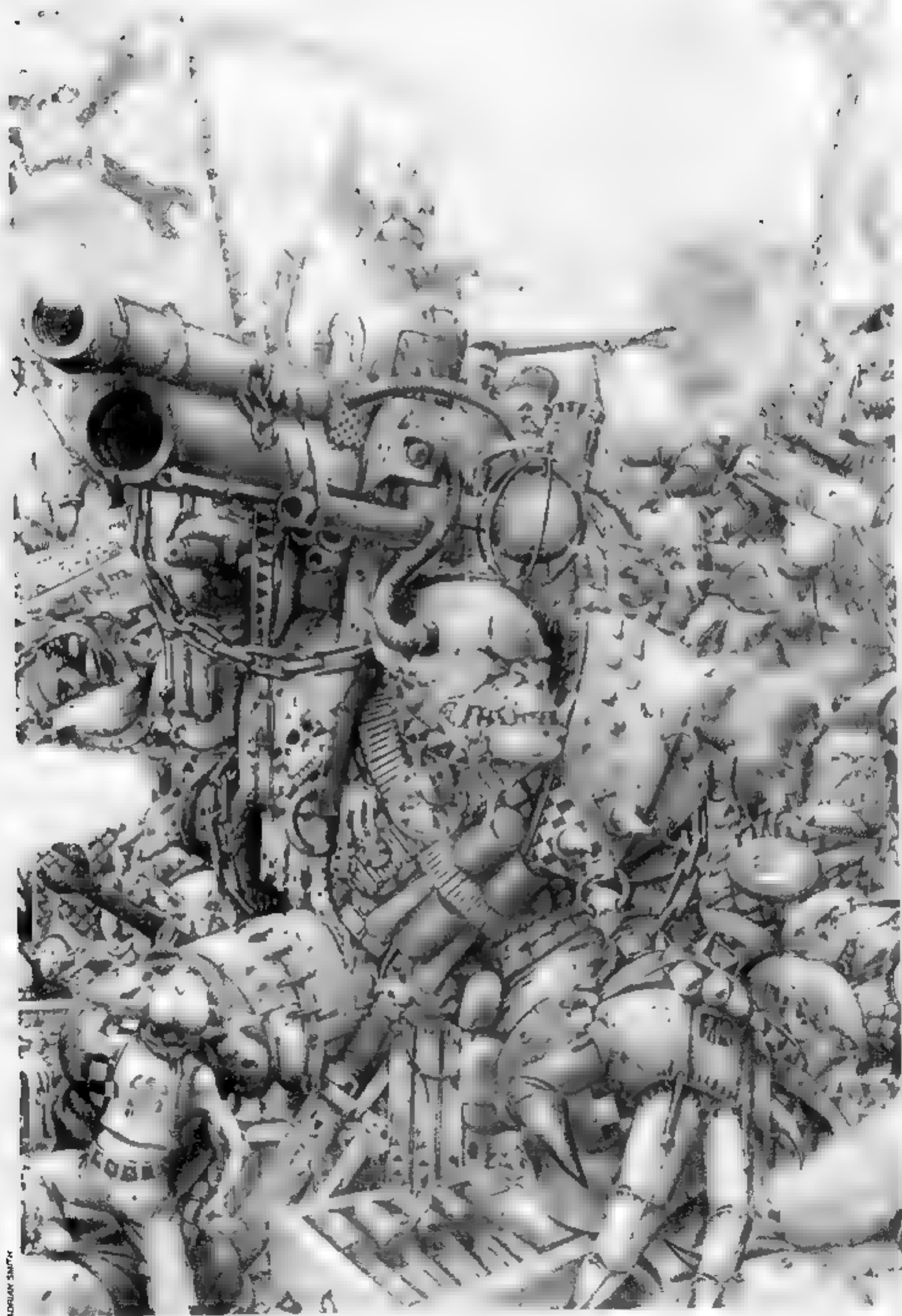
ROCKER 3
070730/1

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CITADEL
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ORK HEAVY WEAPONS



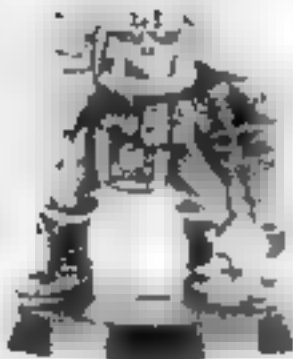
GUNNER 1
0721299



GUNNER 2
WITH KNIFE
0721292



GUNNER 3
0721297



GUNNER 4
WITH BOLTER
0721298



GUNNER 5
0721291



GUNNER 6
WITH BOLTER
0721296

EACH OF THE ABOVE MODELS IS SUPPLIED WITH ONE OF THE WEAPONS SHOWN BELOW AS STANDARD. PLEASE STATE WHICH YOU REQUIRE WHEN ORDERING



HEAVY PLASMA GUN
0721295



FLAMER
0721293



MISSILE LAUNCHER
0721294



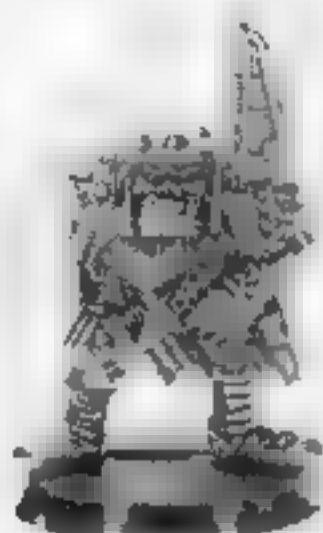
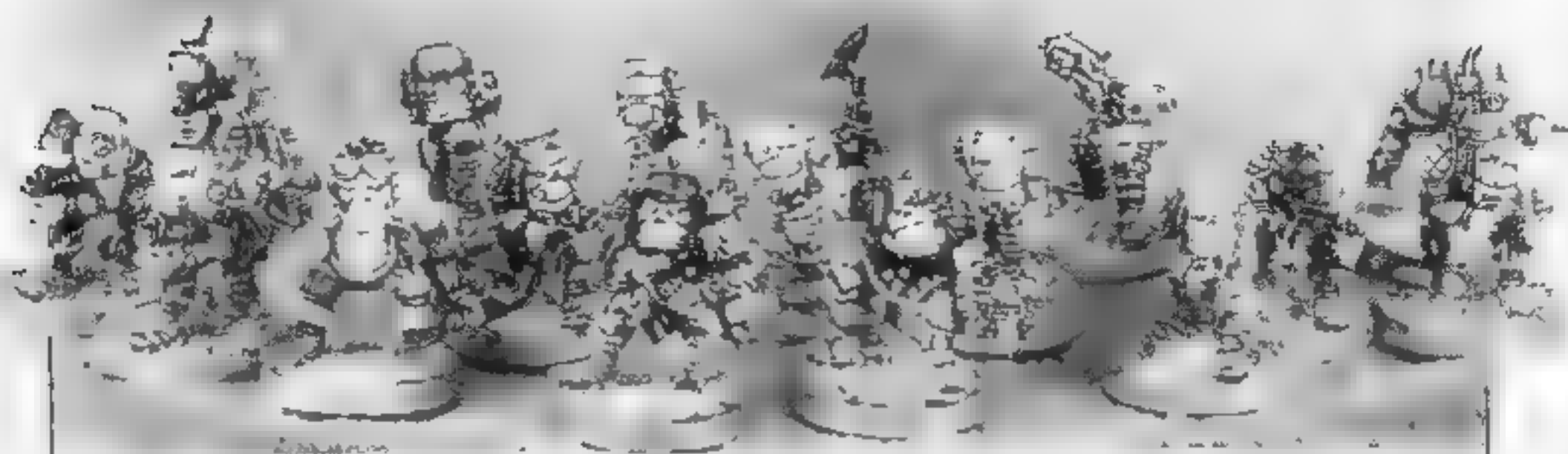
EXAMPLES OF THE COMPLETED HEAVY WEAPON ORK MODELS

Designed by Kev Adams



SPACE ORK RAIDERS

BOXED SET OF 17 METAL MINIATURES



THROUGH BULLNECK
ORK WARBOSS
RTB02H



NOB WITH BOLTA
AND KNIFE
RTB02F



NOB WITH BOLTA
AND BOLT PISTOL
RTB02D



ORK WITH BOLTA 1
RTB02C



ORK WITH BOLTA 2
RTB02A



ORK WITH BOLTA 3
RTB02D



ORK WITH BOLTA 4
RTB02G



THIS BOX SET CONSISTS OF
1 x THROUGH BULLNECK ORK WARBOSS
1 x NOB WITH BOLTA AND KNIFE
1 x NOB WITH BOLTA AND BOLT PISTOL
1 x ORK WITH HEAVY BOLTA
13 x RANDOM ORKS WITH BOLTA'S



ORK WITH HEAVY BOLTA
RTB02E



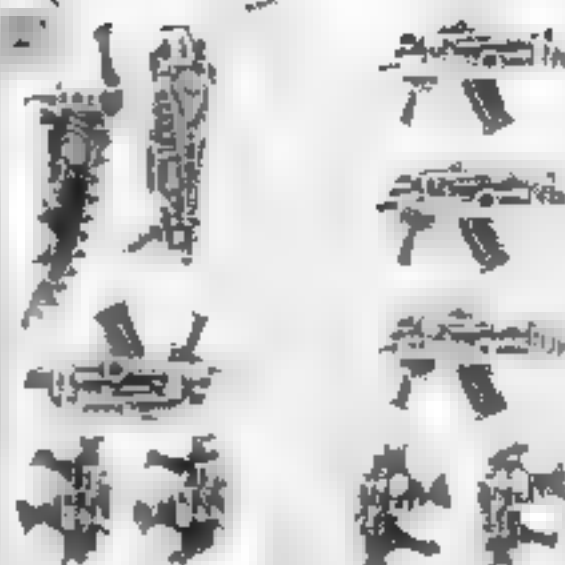
CITADEL
MINIATURES

Designed by Kev Adams

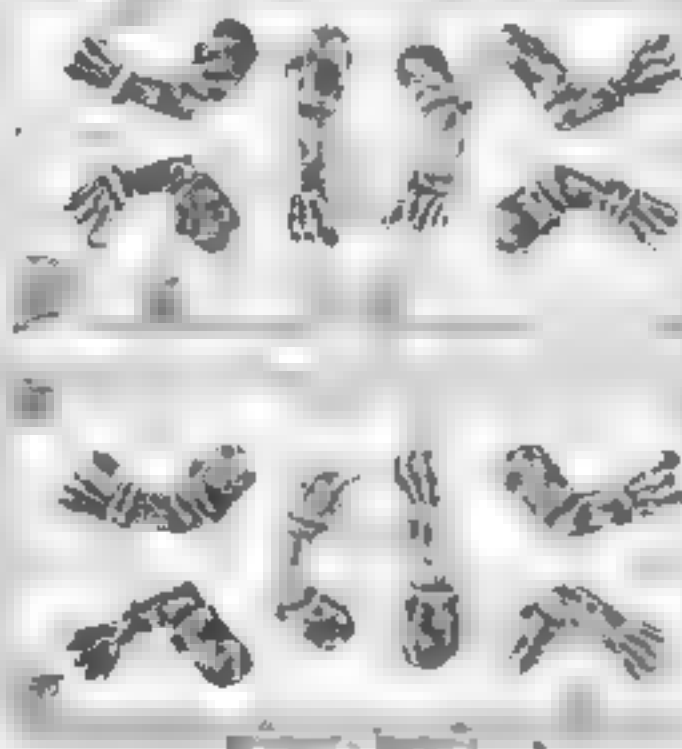
SPACE ORKS



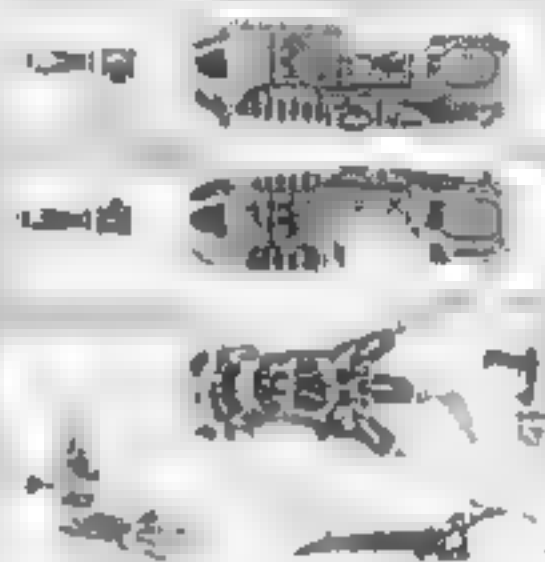
THE SPACE ORKS BOXED SET CONTAINS ENOUGH PLASTIC SPRUES TO MAKE 36 SPACE ORK BOYZ. EACH BOX CONTAINS: 6 ORK BODY SPRUES, 4 ORK WEAPON SPRUES, 4 ORK HEAVY WEAPON SPRUES AND 8 ORK ARM SPRUES.



ORK WEAPONS SPRUE
(4 BOLTERS, 4 BOLT PISTOLS
1 PLASMA PISTOL AND CHAIN SWORD)
102749

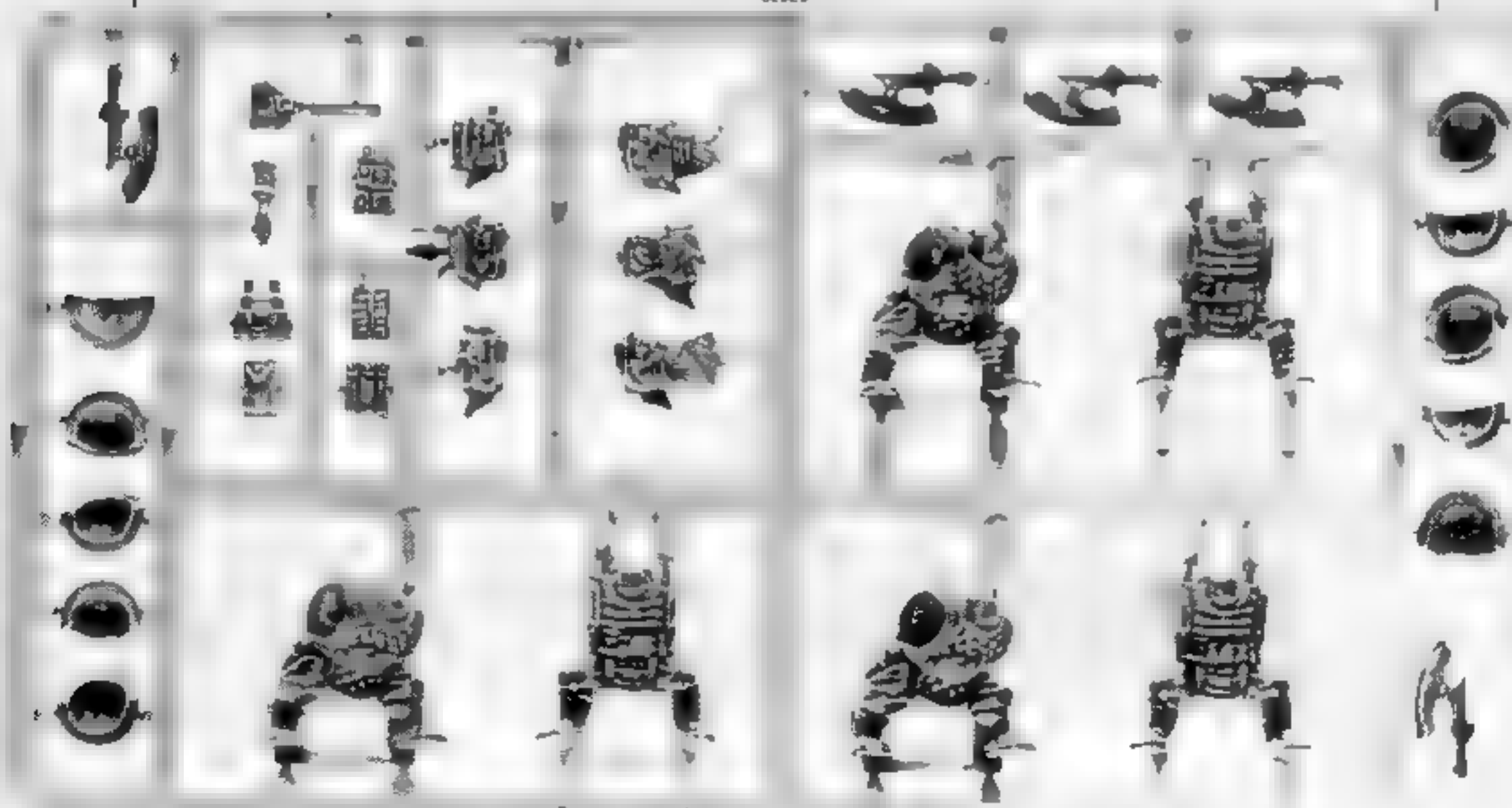


ORK ARMS SPRUE
102531



ORK HEAVY WEAPON SPRUE
(1 HEAVY PLASMA GUN, 1 POWER CLAW, 2 STIKK
BOMBZ, 1 PLASMA PISTOL AND 1 POWER SWORD)
102752

ORK BODY SPRUE
102529



Designed by the Citadel Design Team

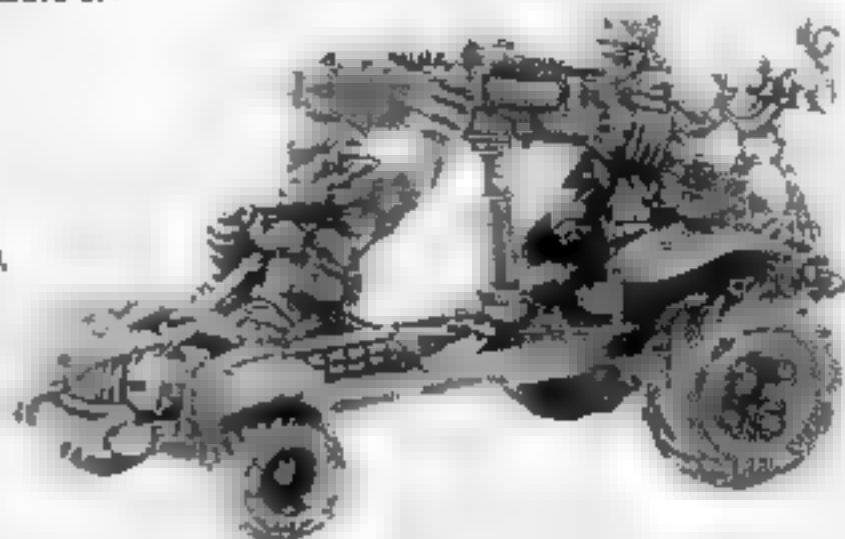
ORK WAR BUGGY



THE COMPLETE ORK WAR BUGGY CONSISTS OF:

- 1 x CHASSIS
- 1 x ENGINE
- 2 x FRONT WHEELS
- 2 x REAR WHEELS
- 2 x AXLES
- 1 x WEAPON
- 1 x DRIVER
- 1 x GUNNER

PLEASE STATE WHICH DRIVER,
GUNNER AND WEAPON YOU
REQUIRE WHEN ORDERING.



EXAMPLE OF THE COMPLETE ORK WAR BUGGY



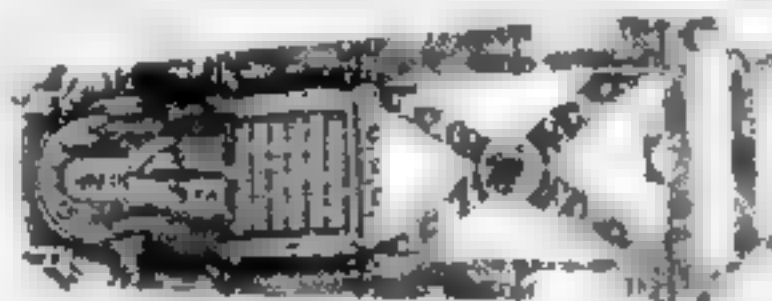
FRONT WHEEL
070546/31



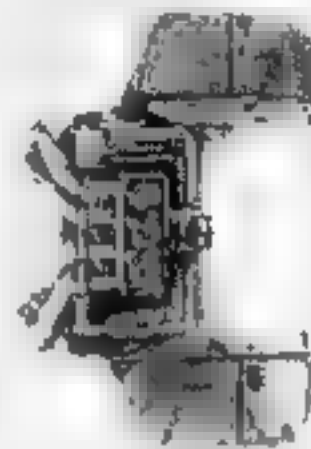
REAR WHEEL
070546/30



AXLE
070546/29



CHASSIS
070546/25



ENGINE
070546/26

WEAPONS



MULTI-MELTA
070546/32



HEAVY BOLTERS
070546/32



HEAVY PLASMA GUN
070546/32

DRIVERS



PLASMA PISTOL
070546/27



HELMET AND BOLT PISTOL



BOLT PISTOL
070546/27

GUNNERS



STUDDED HELM
070546/28



BARE HEAD
070546/29



SPIKED HELM
070546/28

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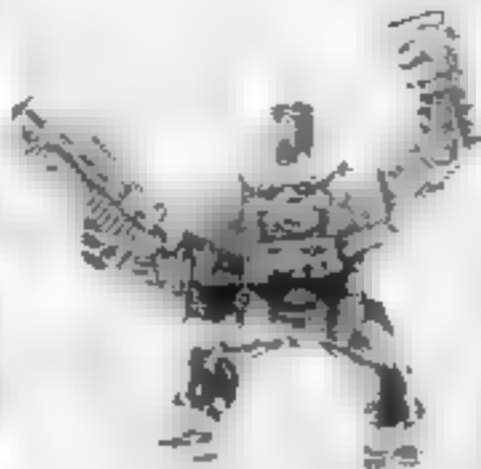
Designed by Kev Adams

ORK WARBIKES

THE COMPLETE NOBZ WARBIKE CONSISTS OF
 1 x BIKE CHASSIS 1 x HANDLE BARS
 1 x DRIVER 1 x DRIVER'S LEGS
 1 x NOB PASSENGER WITH PLASMA GUN
 1 x PASSENGER SEAT WITH BANNER POLE
 PLEASE STATE WHICH DRIVER YOU REQUIRE WHEN ORDERING



THE COMPLETE NOBZ WARBIKE



NOB PASSENGER
WITH PLASMA GUN
070508/5



PASSENGER SEAT
WITH BANNER POLE
070508/6



HANDLE BARS
070548/2



BIKE CHASSIS
070598/1



DRIVER WITH
CHAINSWORD
070598/4



DRIVER 1
070598/3



DRIVER 3
070546/21



DRIVER 2
070546/5



DRIVER'S
LEGS
070548/4

THE COMPLETE ORK WARBIKE CONSISTS OF
 1 x BIKE CHASSIS 1 x HANDLE BARS
 1 x DRIVER 1 x DRIVER'S LEGS
 1 x DUAL AUTO CANNONS
 PLEASE STATE WHICH DRIVER YOU REQUIRE WHEN ORDERING



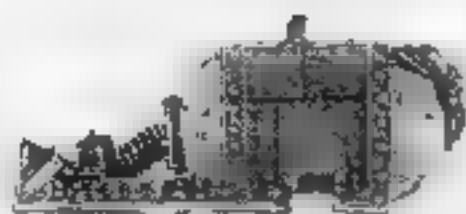
THE COMPLETE ORK WARBIKE



DUAL AUTO CANNONS
070598/2



ORK SCORCHER



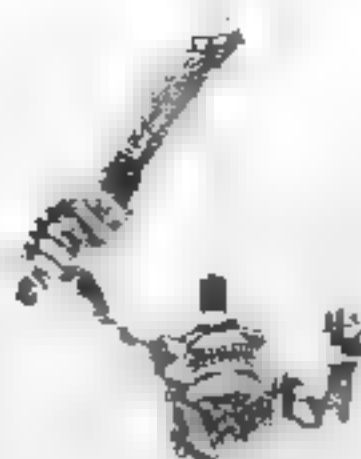
FUEL TANK
070546/15



AXLE
070546/24



WHEEL
070546/11



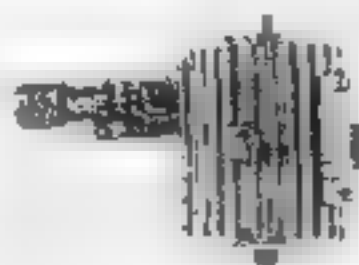
DRIVER WITH
CHAINWORD
070508/4



DRIVER 1
070508/3



CONNECTING LINK
070548/20



TURRET
070546/16



DRIVER 2
070546/5



DRIVER 3
070546/21



OPEN HATCH WITH
ORK GUNNER
070546/17



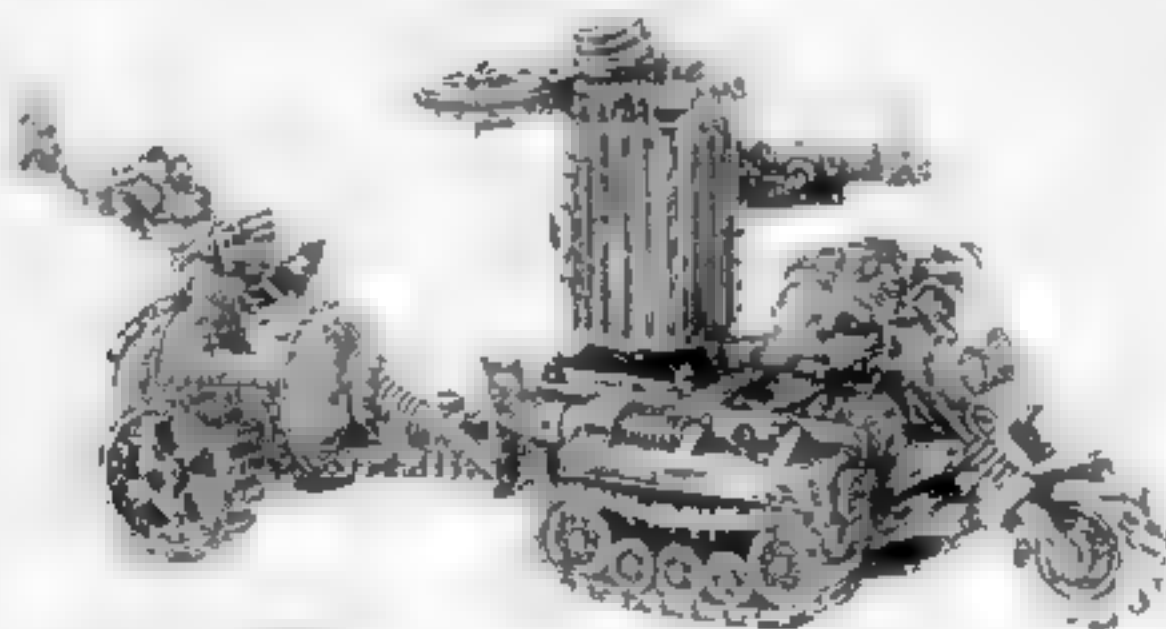
CLOSED HATCH
070546/18



PLATFORM
070546/19



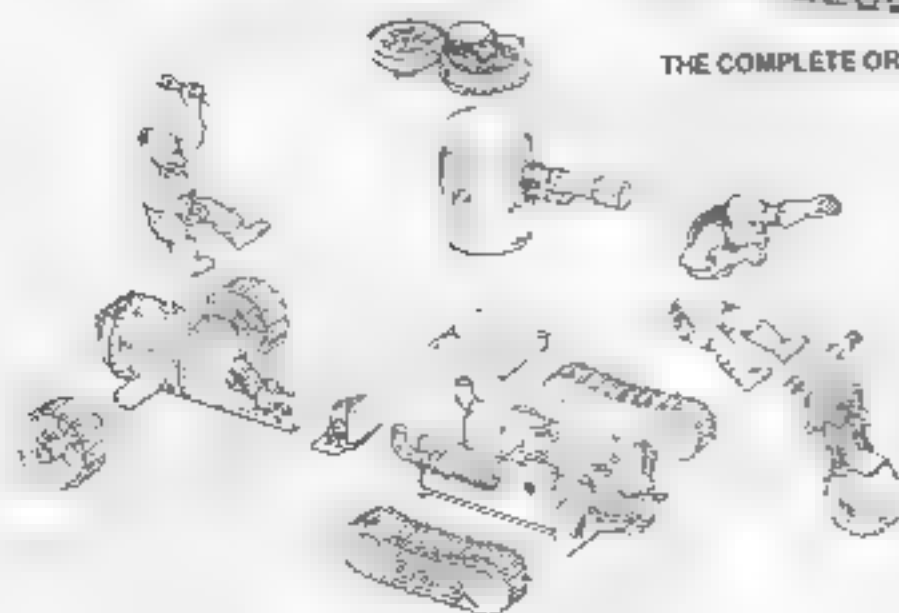
DRIVER'S
LEGS
070546/4



THE COMPLETE ORK SCORCHER



SHOOTING PUMPER
070546/22



THE COMPLETE ORK SCORCHER CONSISTS OF:

- 1 x CHASSIS
- 1 x HANDLE BARS
- 2 x TRACKS
- 1 x DRIVER
- 1 x DRIVER'S LEGS
- 1 x SHOOTING PUMPER
- 1 x FUEL TANK
- 1 x AXLE
- 2 x WHEELS
- 1 x CONNECTING LINK
- 1 x OPEN HATCH WITH ORK GUNNER
- 1 x CLOSED HATCH
- 1 x TURRET
- 1 x PLATFORM

PLEASE STATE WHICH DRIVER YOU
REQUIRE WHEN ORDERING.

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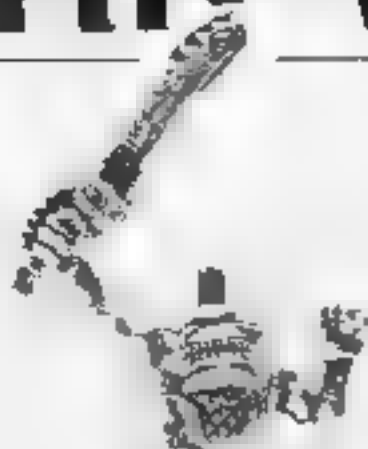
Designed by Kev Adams

ORK WARTRAK

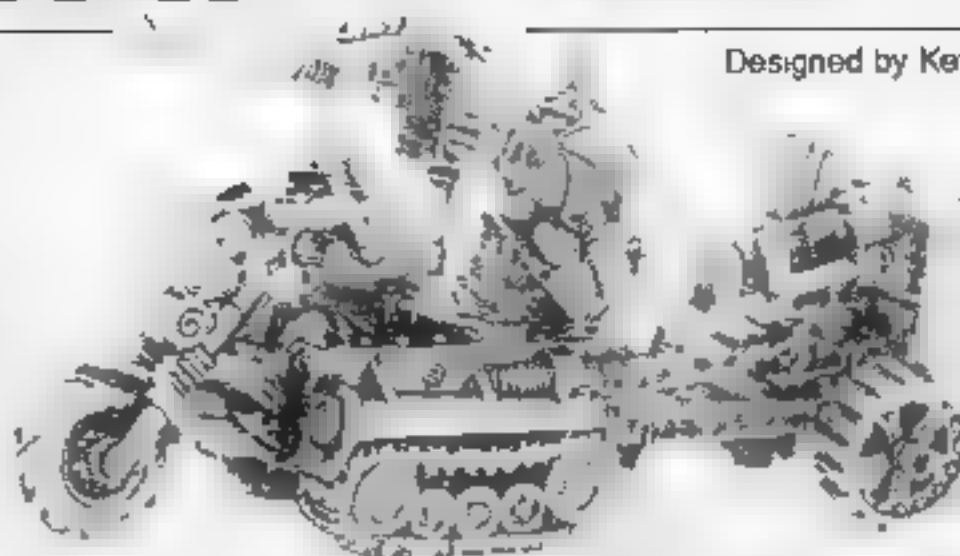
Designed by Kev Adams



DRIVER 1
070598/3



DRIVER WITH
CHAINSWORD
070598/4



THE COMPLETE ORK WARTRAK



DRIVER'S
LEGS
070546/4



DRIVER 2
070546/5



DRIVER 3
070546/21

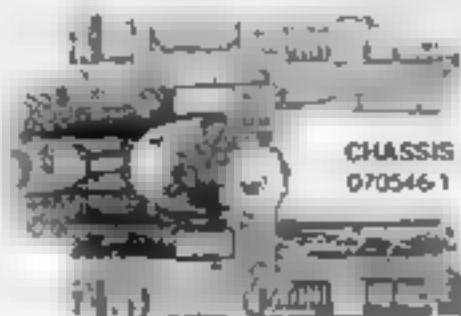
THE COMPLETE ORK WARTRAK CONSISTS OF:

- 1 x CHASSIS
- 1 x HANDLE BARS
- 2 x TRACKS
- 1 x DRIVER
- 1 x GUNNERS PLATFORM
- 1 x LAS-CANNON
- 1 x WARTRAK GUNNER
- 1 x COMPLETE HOP SPLAT
- FIELD GUN WITH CREW

PLEASE STATE WHICH DRIVER YOU
REQUIRE WHEN YOU ORDER.



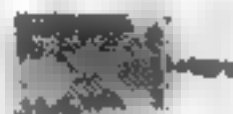
HANDLE BARS
070546/2



CHASSIS
070546/1



TRACK
070546/3



GUNNER'S
PLATFORM
070546/23



LAS-CANNON
070546/9



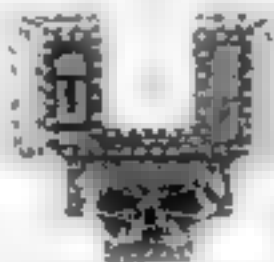
WARTRAK
GUNNER
070546/7

HOP SPLAT FIELD GUN

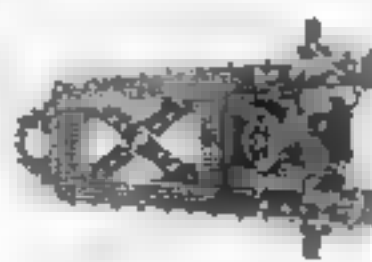
Designed by Kev Adams



HOPSPLAT
GLN
070546/8



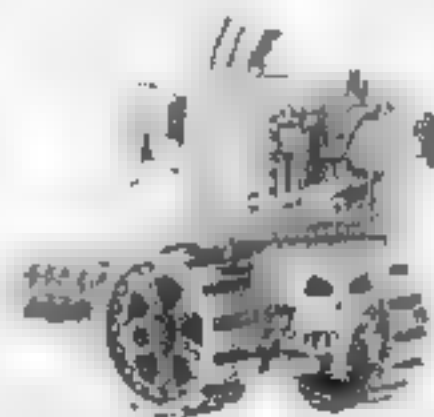
GUN SHIELD
070546/12



HOPSPLAT
CHASSIS
070546/10



WHEEL
070546/11



THE COMPLETE HOP SPLAT FIELD GUN



MEKBOY WITH
WHIP AND WRENCH
070546/8



GRETCHIN
LOADER 1
070546/14



GRETCHIN
LOADER 2
070546/13

THE COMPLETE HOP SPLAT
FIELD GUN CONSISTS OF

- 1 x HOP SPLAT CHASSIS
- 1 x HOP SPLAT GUN
- 2 x WHEELS
- 1 x GUN SHIELD
- 1 x MEKBOY WITH WHIP AND WRENCH
- 2 x GRETCHIN LOADERS

PLEASE STATE WHICH GRETCHIN
LOADERS YOU REQUIRE
WHEN YOU ORDER.



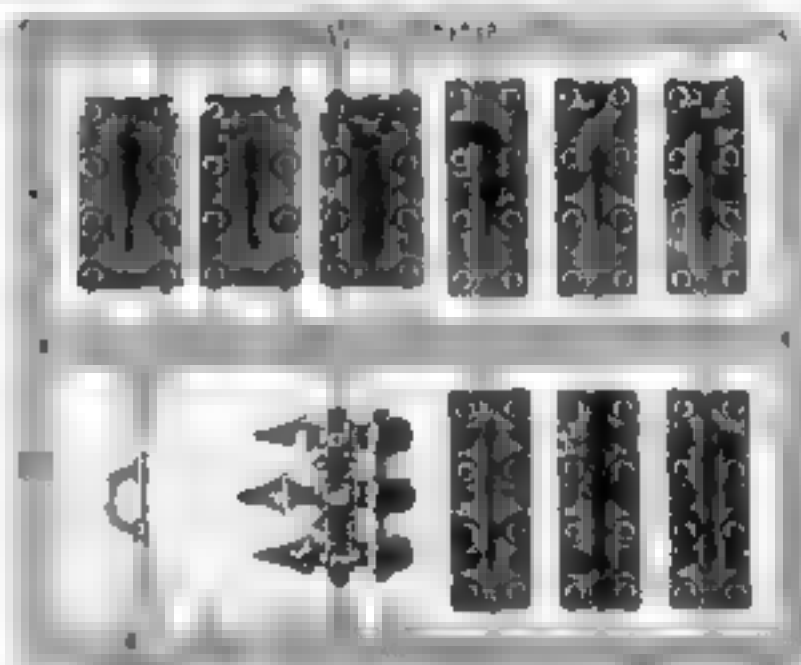
ORK BATTLEWAGON



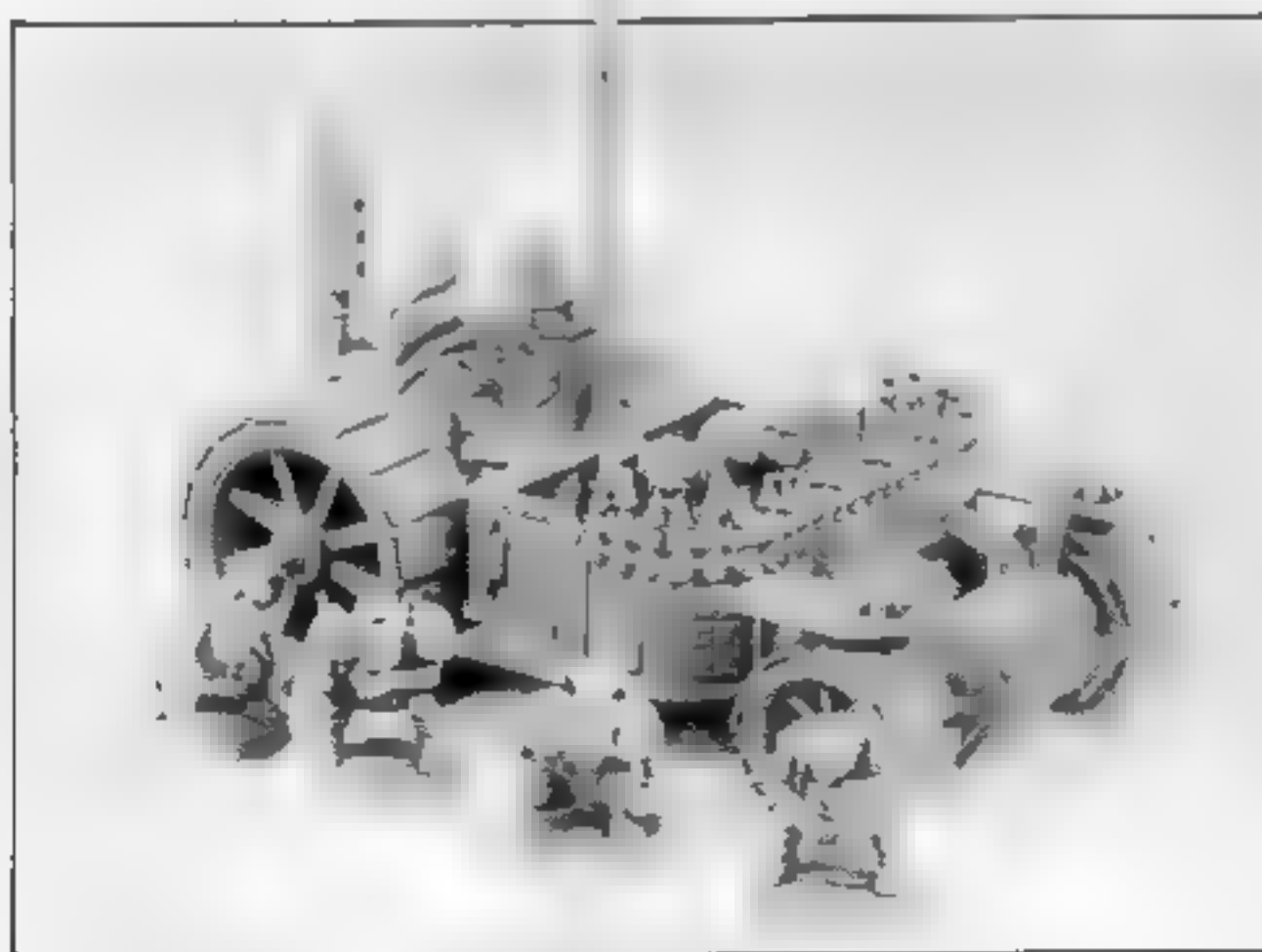
THE SPACE ORK BATTLEWAGON BOX SET CONTAINS

- 1 x BATTLEWAGON SPRUE
- 6 x BATTLEWAGON TRACK SPRUES
- 2 x ORK BODY SPRUE
- 2 x ORK ARMS SPRUE
- 1 x ORK WEAPONS SPRUE

In addition to the Battlewagon, you get a wonderful selection of extra Ork tools and equipment like wrenches, screwdrivers, drills and saws. You can use these to customise your Battlewagon, or you can glue them to any Ork miniature from the Citadel range. Using the different plastic arms and weapons, you can assemble the crew however you want, shouting, pointing and firing from the Battlewagon.



BATTLEWAGON TRACK SPRUE
101505



THE COMPLETE BATTLEWAGON
WITH SPACE ORK CREW

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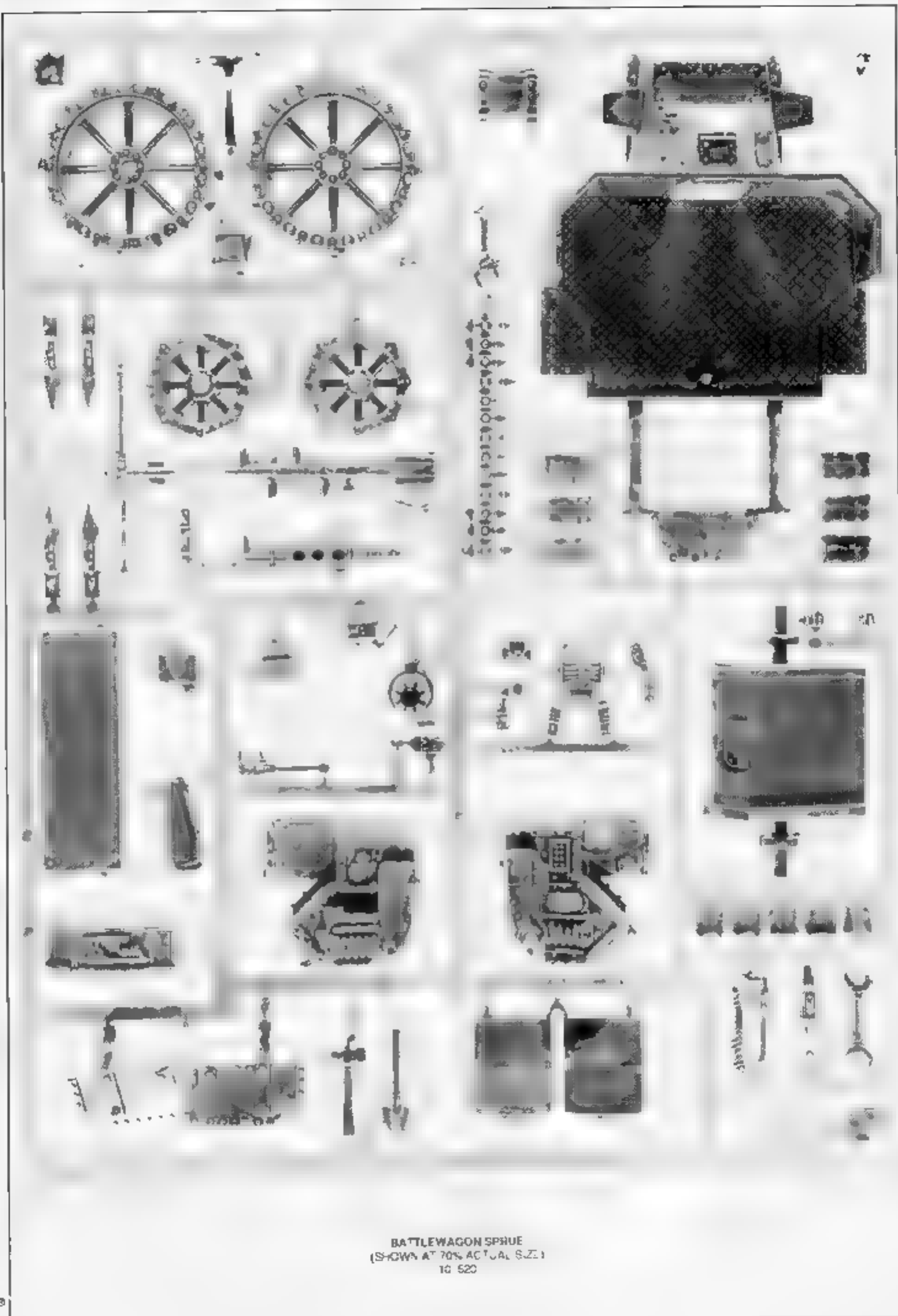


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Designed by the Citadel Design Team

ORK BATTLEWAGON

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ELDAR GUARDIANS

STANDARD BEARERS

EACH STANDARD BEARER IS SUPPLIED WITH A STANDARD. PLEASE STATE WHICH STANDARD YOU REQUIRE WHEN YOU ORDER



DRAGON STANDARD
0715 928



MELTA GUN
07151922



SKULL STANDARD
07151932



SHURIKEN CATAPULT
07151929



ANGEL STANDARD
0715 939



PLASMA GUN
07151938

CAPTAINS



SHURIKEN CATAPULT
07151946



POWER SWORD
07151948



CHAIN SWORD AND
SHURIKEN PISTOL
07151914

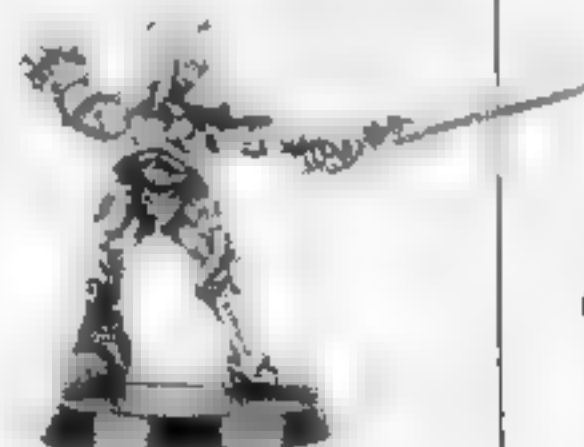
CHAMPIONS



CHAIN SWORD AND
SHURIKEN PISTOL
0715 97



POWER GLOVE AND FLAMER
0715192



POWER GLOVE AND
POWER SWORD
07151915

MUSICIANS



HARP
07151940A



VOICE AMPLIFIER
07151940B



SYNTH
0715 940C

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CITADEL
MINIATURES

Designed by Jes Goodwin

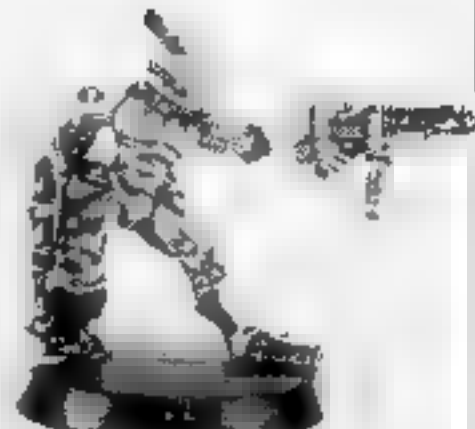
ELDAR GUARDIANS



FLAMER
07151916



SHURIKEN PISTOL 1
07151915



LAS PISTOL AND FLAMER
07151911



SHURIKEN PISTOL 2
07151917



LAS PISTOL
07151912



LAS PISTOL AND
SHURIKEN PISTOL 1
07151913



LAS PISTOL AND POWER GLOVE
07151918



MISSILE LAUNCHER
07151910



LAS PISTOL AND
SHURIKEN PISTOL 2
07151919



MELTA GUN
07151911



LAS CANNON
07151913



HAND FLAMER AND
POWER SWORD
07151916

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CITADEL
MINIATURES

Designed by Jes Goodwin

ELDAR

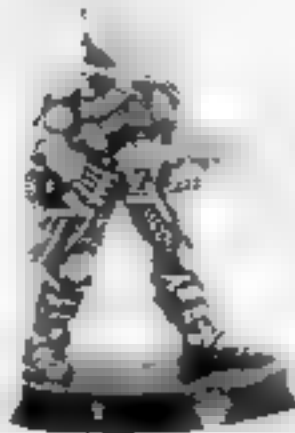
GUARDIANS



POWER SWORD
AND LAS PISTOL
0715842



SHURIKEN
CATAPULT 1
07 5844



LAS GUN 1
071554Z



SHUJIKEN
CATALYT 2
071548/1



LA8 GLN 2
071584/5



SHURIKEN
CATAPULT 3
07.504.8



SHUKKEN
CATAPULT 4
07158479



SHURIKEN CATAPULT
AND SHURIKEN PISTOL
0715848



SHURIKEN PISTOL AND
POWER SWORD 1
0715847



SHLAKEN PISTOL AND
POWER SWORD 2
07158410



2 LAS PISTOLS
07158415



LAS GUN 3
071584 14



LAS GUN 4
071584 16



LAS GUN 5
07158412



LAS GUN 6
07158413



LAS GUN 7
07 584, 1

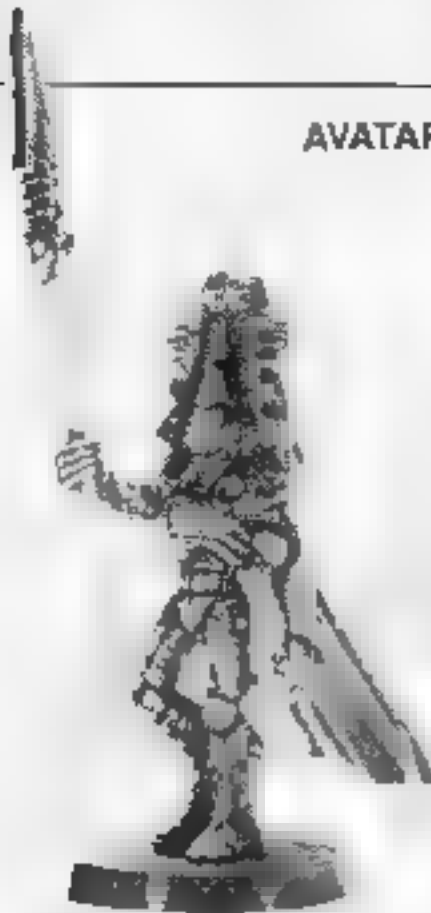
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CITADEL
MINIATURES

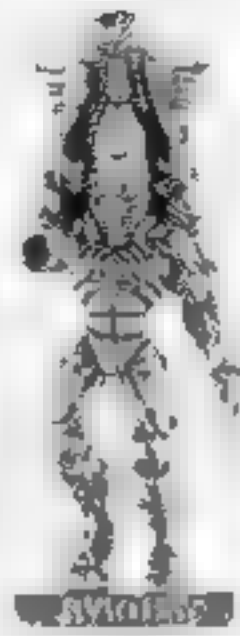
Designed by Jes Goodwin

ELDAR

AVATAR



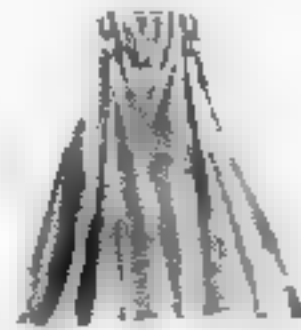
THE AVATAR COMPLETE
071597



AVATAR BODY
071597-1



DOOM THAT WAILS
(SPEAR FORM)
071597-2



CLOAK
071597-3

THE COMPLETE AVATAR CONSISTS OF:
1 x AVATAR BODY
1 x DOOM THAT WAILS
1 x AVATAR CLOAK

WARLOCKS AND FARSEER



WARLOCK AND
FORCE STAFF 1
071604-4



WARLOCK AND
WITCH BLADE 1
071604-5



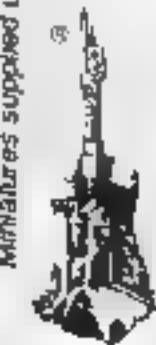
FARSEER
071604-3



WARLOCK AND
FORCE STAFF 2
071604-2

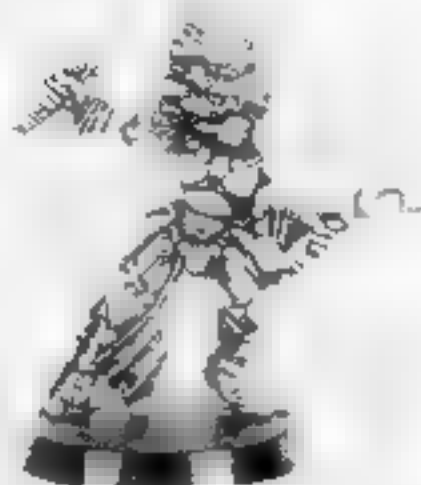


WARLOCK AND
WITCH BLADE 2
071604-1



ASPECT WARRIORS

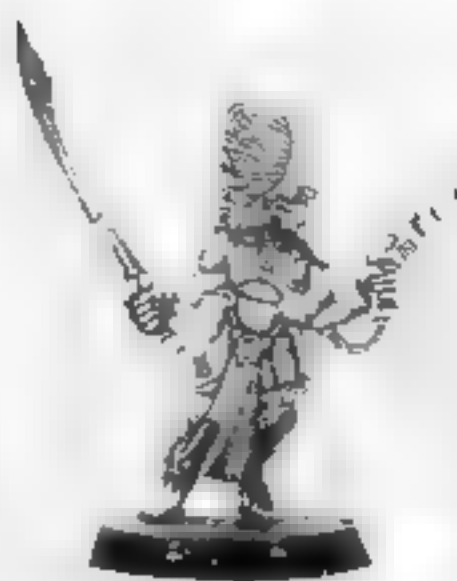
HOWLING BANSHEES



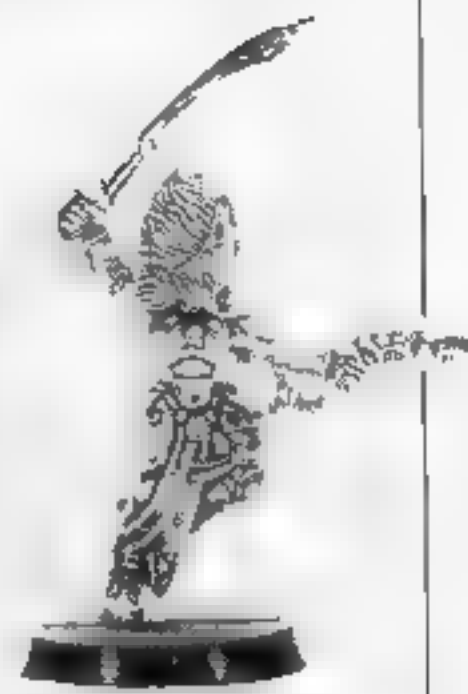
HOWLING BANSHEE EXARCH
WITH POWER AXE
07 572/3



HOWLING BANSHEE 1
071560/1



HOWLING BANSHEE 2
071560/9



HOWLING BANSHEE 3
07 560/15

DIRE AVENGERS



DIRE AVENGER EXARCH
WITH POWER SWORD
071572/7



DIRE AVENGER 1
071560/5

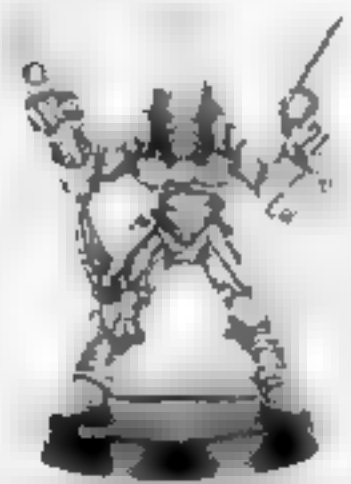


DIRE AVENGER 2
071560/2



DIRE AVENGER 3
071560/8

STRIKING SCORPIONS



STRIKING SCORPION EXARCH
WITH BITING SWORD
071572/4



STRIKING SCORPION 1
071560/2



STRIKING SCORPION 2
071560/10



STRIKING SCORPION 3
071560/6

FIRE DRAGONS



FIRE DRAGON EXARCH
WITH FIREPIKE
07 572/8



FIRE DRAGON 1
071560/6



FIRE DRAGON 2
071560/13



FIRE DRAGON 3
071560/19

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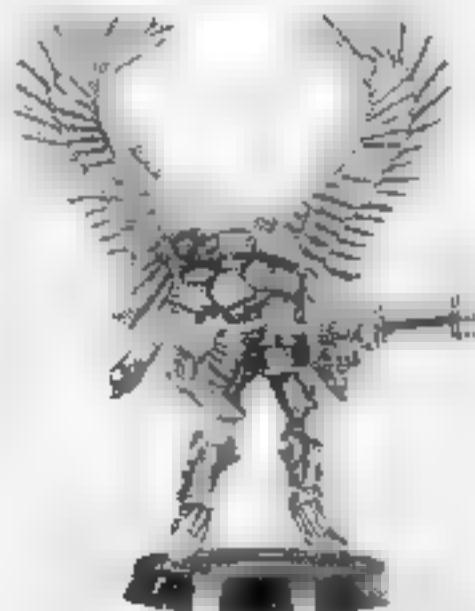


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MINIATURES

Designed by Jes Goodwin

ASPECT WARRIORS

SWOOPING HAWKS



SWOOPING HAWK EXARCH
WITH LASBLASTER
071572/5



SWOOPING HAWK 1
071560/3



SWOOPING HAWK 2
071560/11

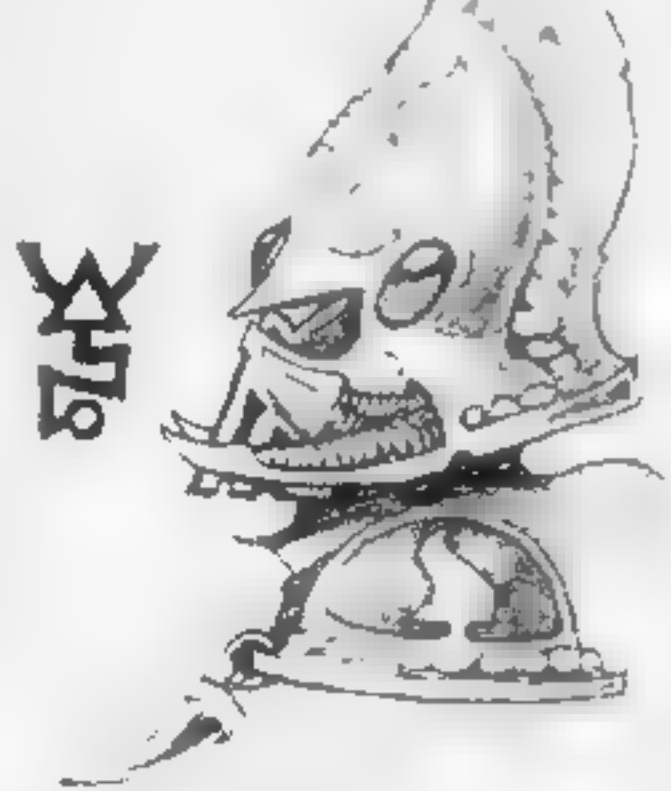


SWOOPING HAWK 3
071560/17

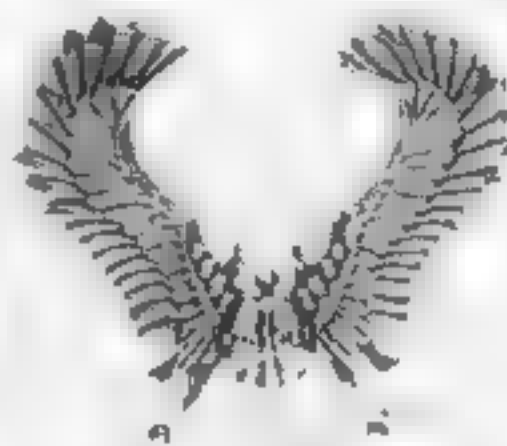
THE SWOOPING HAWK EXARCH IS
SUPPLIED WITH EXARCH HAWK
WINGS AS STANDARD

EACH SWOOPING HAWK IS SUPPLIED
WITH HAWK WINGS AS STANDARD

EXARCH - FIRE DRAGONS



HAWK WINGS
071560/4

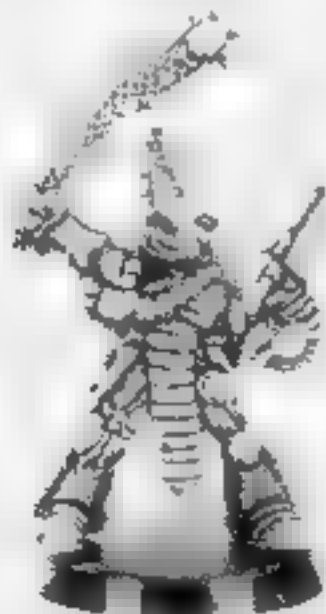


EXARCH HAWK
WINGS
071572/6

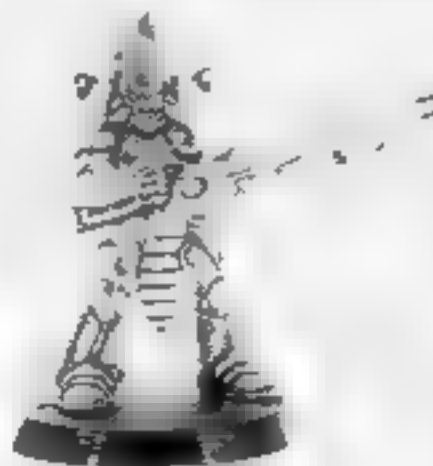


EXARCH - SWOOPING HAWK

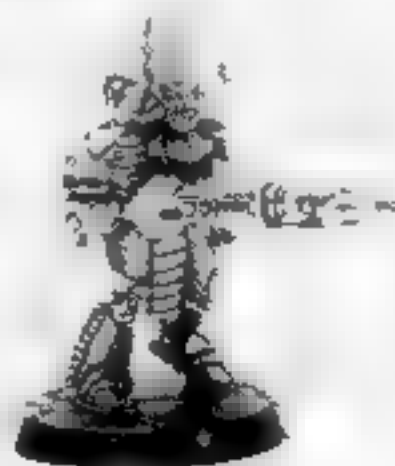
DARK REAPER



DARK REAPER EXARCH
WITH WEB OF SKULLS
071572/9



DARK REAPER 1
071560/7



DARK REAPER 2
071560/4

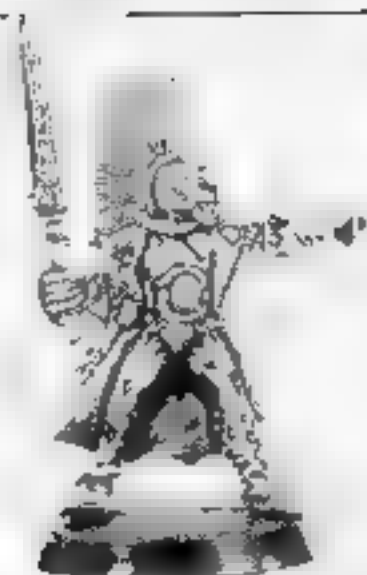


MISSILE LAUNCHER
071560/8

EACH DARK REAPER COMES WITH A
MISSILE LAUNCHER AS STANDARD



HARLEQUINS



HIGH AVATAR 1
07151931



TROUPER 1
07 51927



TROUPER 2
07151920



TROUPER 3
07151921



TROUPER 4
07 51917



TROUPER 5
07151926



TROUPER 6
07151919



SOLITAIRE 1
07151918



TROUPER 7
07 51916



TROUPER 8
07151925



TROUPER 9
07151922



SOLITAIRE 2
07151923



TROUPER 10
07151928



TROUPER 11
07151929



AVATAR 1
07151924



TROUPER 12
07151930

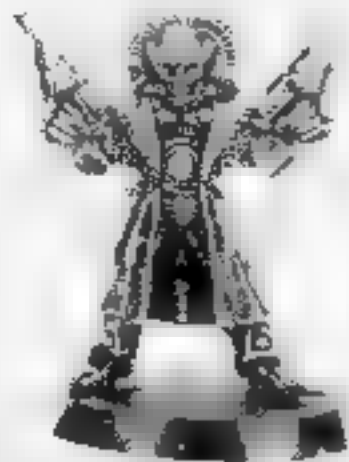
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GAMES WORKSHOP
MINIATURES

Designed by Jes Goodwin

HARLEQUINS



AVATAR 2
RTB&17



WARLOCK 1
RTB&13



TROUPER 13
RTB&6



HIGH AVATAR 2
RTB&12



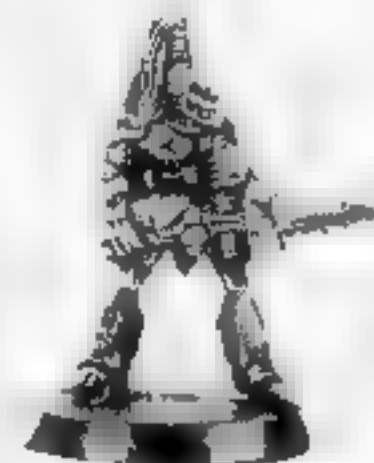
AVATAR 3
RTB&5



TROUPER 14
RTB&8



TROUPER 15
RTB&4



DEATH JESTER 1
RTB&9



TROUPER 16
RTB&7



TROUPER 17
RTB&1



TROUPER 18
RTB&10



DEATH JESTER 2
RTB&3



WARLOCK 2
RTB&11



TROUPER 19
RTB&5



TROUPER 20
RTB&2



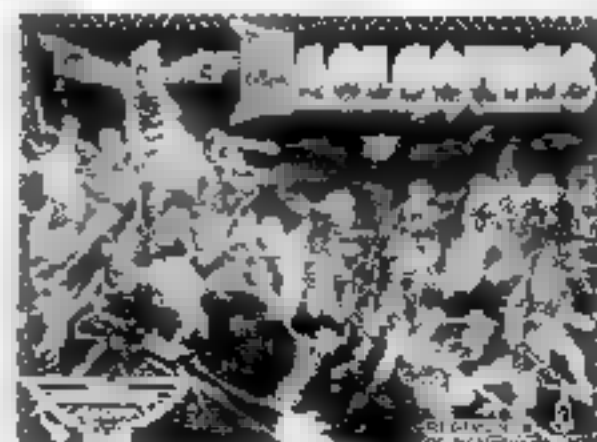
DEATH JESTER 3
RTB&16



HIGH WARLOCK
RTB&14



SOLITAIRE 3
RTB&18



THIS BOX SET CONTAINS ONE OF EACH
OF THE MODELS ON THIS PAGE



ELDAR JET CYCLES

Designed by Jes Goodwin

THESE ARE EXAMPLES OF THE COMPLETE JET BIKES



ELDAR RIDERS BODY
WITH SHURIKEN PISTOL
071533/7



HARLEQUIN RIDERS BODY
WITH POWER SWORD
071533/11



ELDAR RIDERS
LEGS
071533/5



ELDAR RIDERS BODY
071533/6



HARLEQUIN RIDERS
LEGS
071533/10



HARLEQUIN CANOPY
071533/8



ELDAR CANOPY
071533/1



SADDLE
071533/3



HANDLE BARS
071533/4

THE COMPLETE ELDAR JET CYCLE CONSISTS OF:

- 1 x SADDLE
- 1 x HANDLE BARS
- 1 x CANOPY
- 1 x ARMAMENT
- 1 x RIDERS BODY
- 1 x RIDERS LEGS

PLEASE STATE WHICH RIDERS BODY, RIDERS LEGS,
CANOPY AND ARMAMENT YOU REQUIRE WHEN ORDERING.



SHURIKEN CANNON
ARMAMENT
071533/9



DUAL SHURIKEN
CATAPULT ARMAMENT
071533/6



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MINIATURES

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ELDAR HEAVY WEAPONS



SPOTTER WITH
GOOGLES
071533/12



GUNNER WITH SHURIKEN
CATAPULT
071533/13



SPOTTER WITH
HELMET
071533/16



GUNNER WITH SHURIKEN
CATAPULT AND HELMET
071533/17



SPOTTER
071533/18

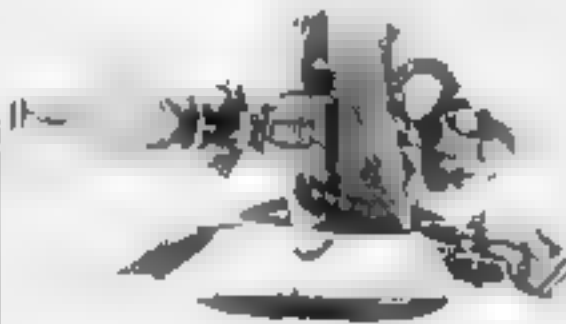


GUNNER WITH
CONTROL BOX
071533/18

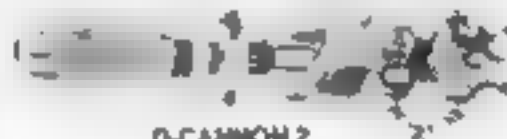
THESE ARE ALL EXAMPLES OF THE
COMPLETE ELDAR HEAVY WEAPONS



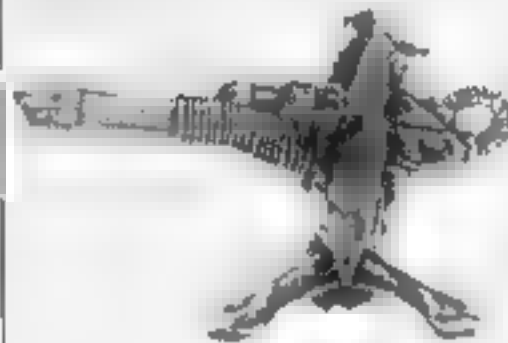
D-CANNON 1
071533/20



D-CANNON 2
071617/2



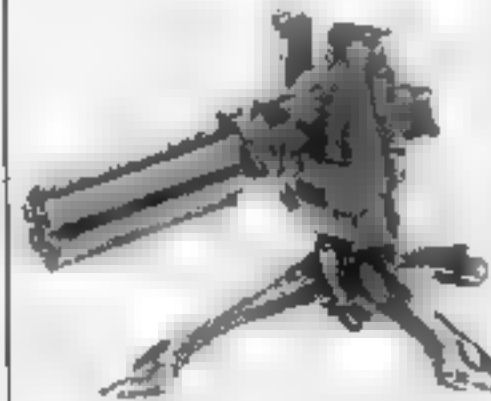
LAS CANNON
071521/5



SCATTER LASER
071521/11

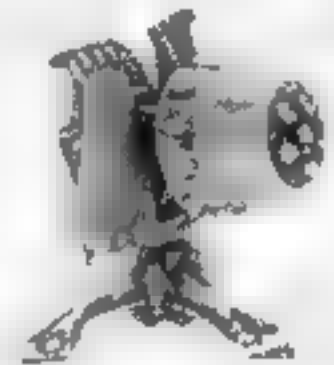


HEAVY PLASMA GUN
071521/16

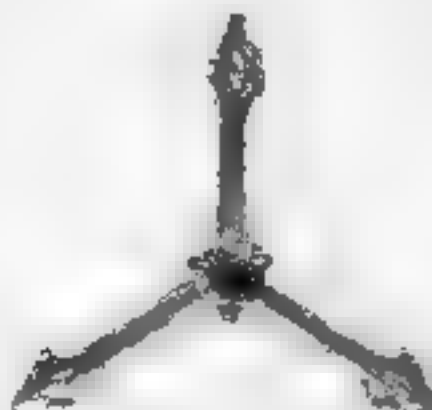


MISSILE LAUNCHER
071521/19

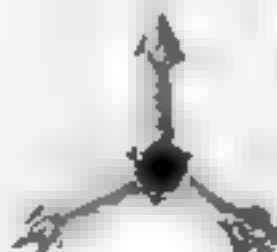
THESE ARE ALL EXAMPLES OF THE
COMPLETE ELDAR HEAVY WEAPONS



EACH COMPLETE HEAVY WEAPON CONSISTS OF
1x TRIPOD OR 1x FLOATING WEAPON PLATFORM
1x WEAPON SHIELD OR 1x WEAPON MOUNT
1x HEAVY WEAPON
1x SPOTTER
1x GUNNER
PLEASE STATE WHICH ITEMS YOU REQUIRE



LARGE WEAPON TRIPOD
071533/14



WEAPON TRIPOD
071533/15



FLOATING WEAPON
PLATFORM 1
071617/1



FLOATING WEAPON PLATFORM 2
071533/21



WEAPON SHIELD
071521/12



WEAPON MOUNT
(D-CANNON 1)
071533/22



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MINIATURES

Designed by Jes Goodwin

ELDAR DREADNOUGHTS

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RIGHT SHURIKEN ARM
071521/4



RIGHT FLAMER ARM
071521/2



CANOPY
071521/3



EXHAUSTS
071521/2



LEFT SHURIKEN ARM
071521/9



LEFT FLAMER ARM
071521/22



RIGHT DREADNOUGHT
LEG
071521/7



RIGHT CLOVEN
HOOFED LEG
071521/3



TORSO
071521/1



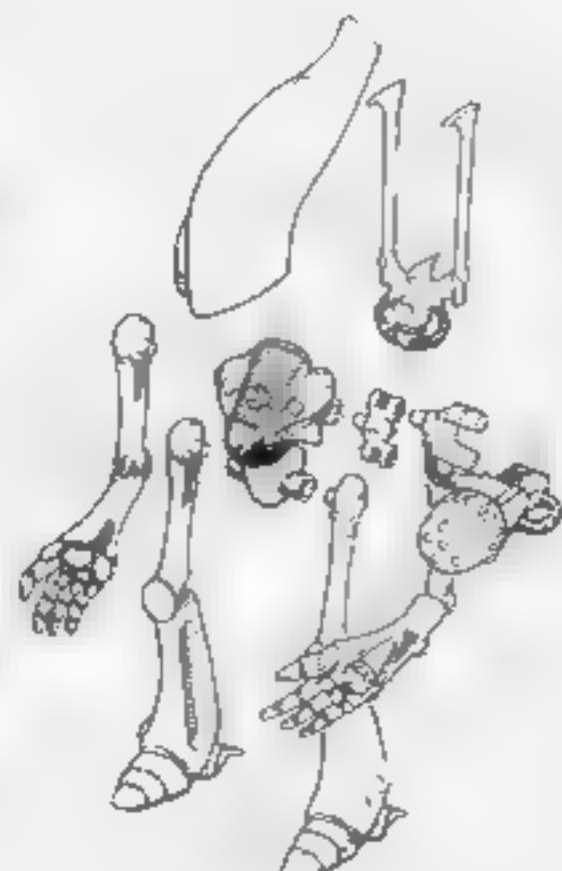
LEFT DREADNOUGHT
LEG
071521/8



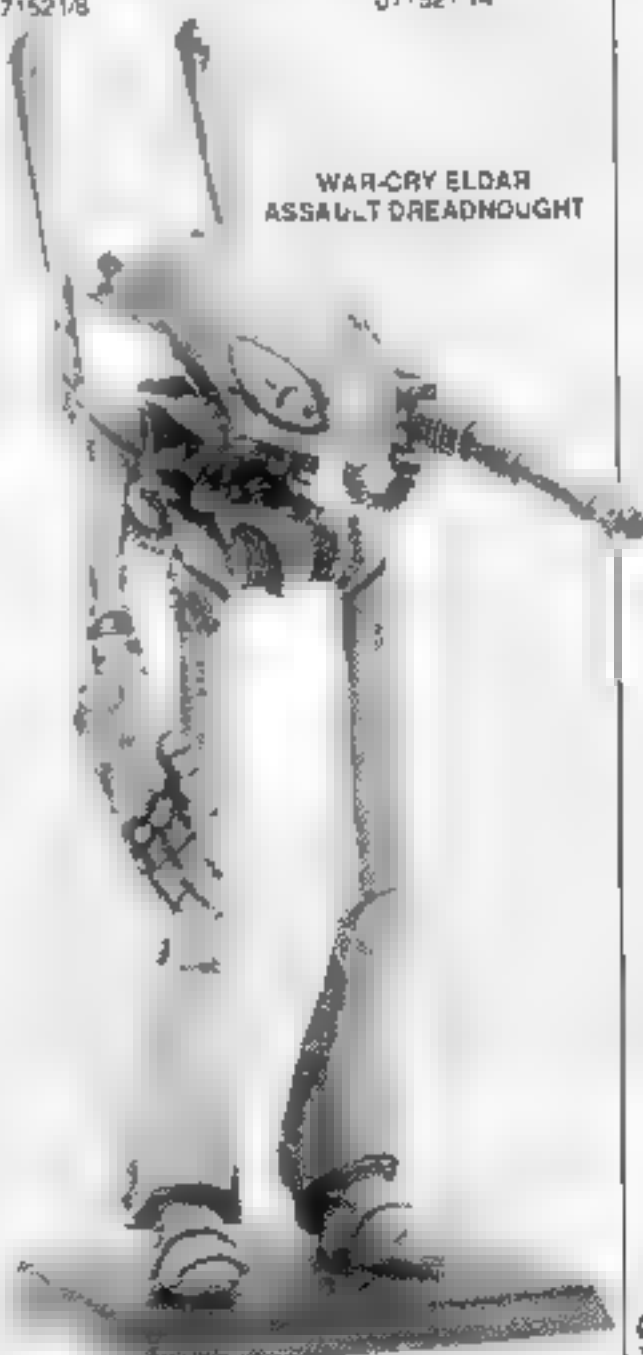
LEFT CLOVEN
HOOFED LEG
071521/4



BANSHEE EL DAR
SUPPORT DREADNOUGHT



EACH EL DAR DREADNOUGHT CONSISTS OF:
1x TORSO
1x EXHAUST
1x LEFT ARM
1x LEFT LEG
1x DUEL MOUNT
1x CANOPY
1x RIGHT ARM
1x RIGHT LEG
1x WEAPON MOUNT
1x HEAVY WEAPON
PLEASE STATE WHICH ITEMS YOU REQUIRE



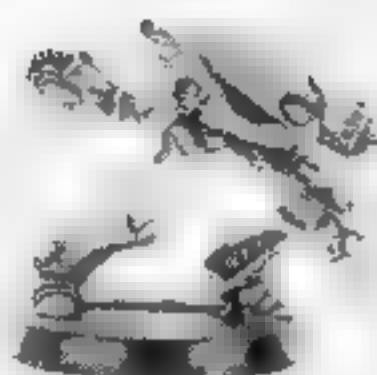
WAR-CRY EL DAR
ASSAULT DREADNOUGHT



CITADEL
MINIATURES

Designed by Jes Goodwin

ELDAR DREADNOUGHTS



EXECUTIONER CLASS
GHOST WARRIOR
07152 17



ASSASSIN CLASS
GHOST WARRIOR
07152 18



SPIRIT WARRIOR
HEAD
07152 15



WEAPON SHIELD
07152 12



WEAPON MOUNT
07152 16



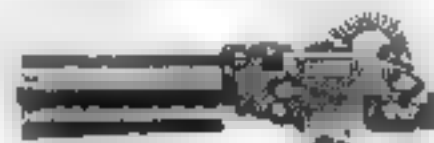
DUAL MOUNT
07152 20



D-CANNON
07161 72



LAS CANNON
07152 15



SCATTER LASER
07152 11



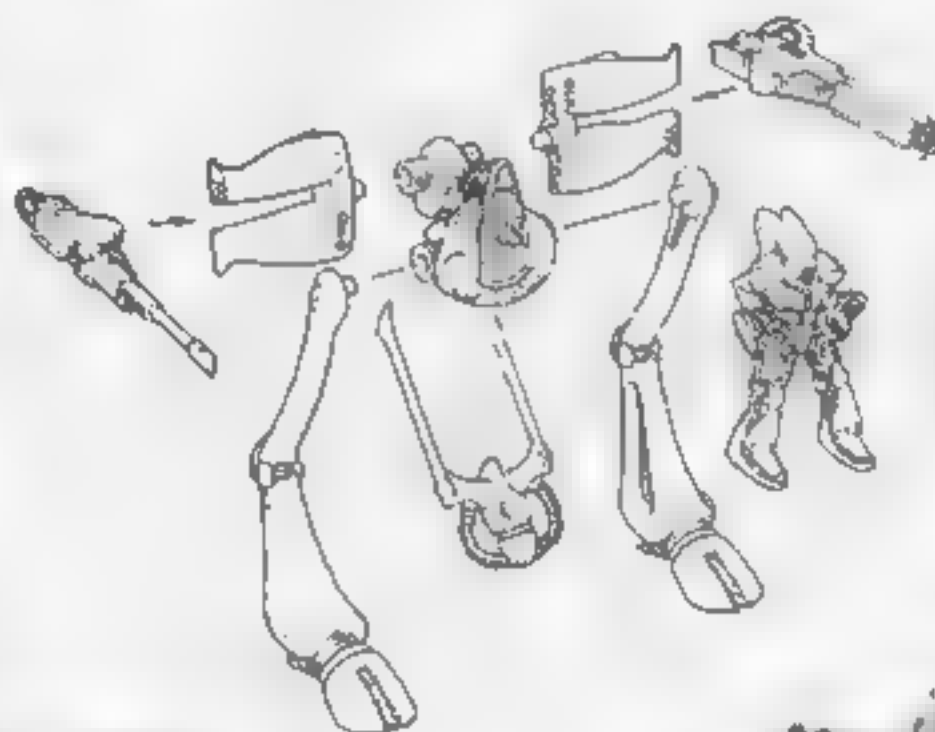
HEAVY PLASMA GUN
07152 18

WAR WALKER
PILOT 1
07152 10

WAR WALKER
PILOT 2
07152 10



MISSILE LAUNCHER
07152 19

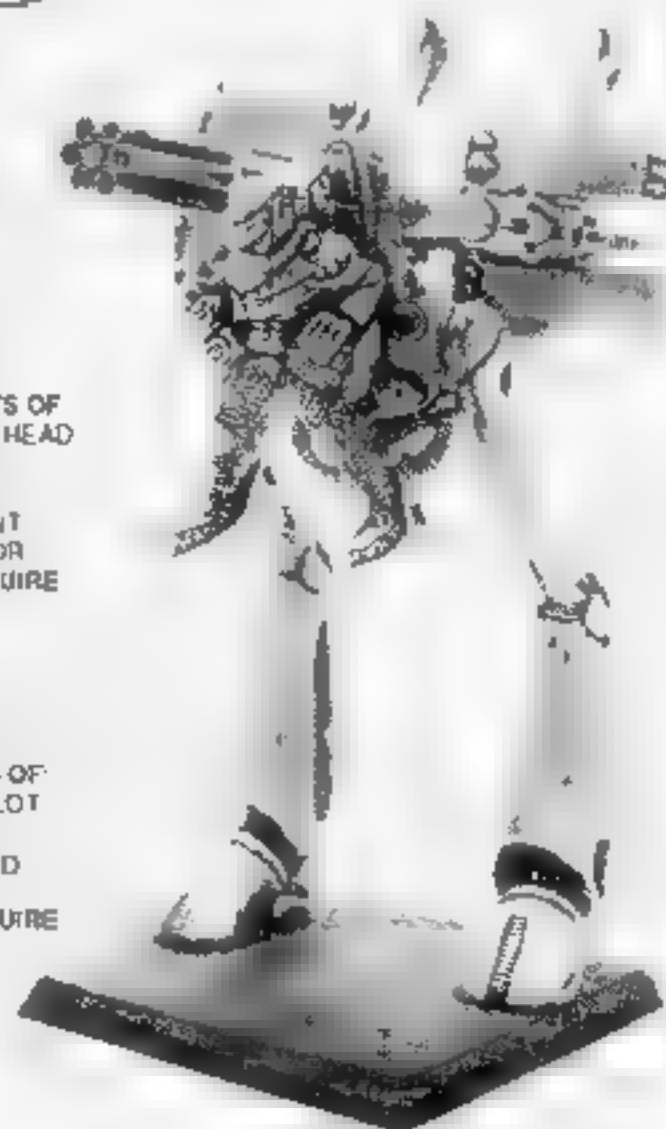


EACH ELDAR SPIRIT WARRIOR CONSISTS OF
1x TORSO 1x SPIRIT WARRIOR HEAD
1x LEFT ARM OR 1x RIGHT ARM
1x EXHAUST 1x RIGHT LEG
1x LEFT LEG 1x WEAPON MOUNT
1x HEAVY WEAPON 1x GHOST WARRIOR
PLEASE STATE WHICH ITEMS YOU REQUIRE

EACH ELDAR WAR WALKER CONSISTS OF
1x TORSO 1x WAR WALKER PILOT
1x EXHAUST 1x RIGHT LEG
1x LEFT LEG 2x WEAPON SHIELD
2x HEAVY WEAPON
PLEASE STATE WHICH ITEMS YOU REQUIRE



VAMPIRE CLASS
SPIRIT WARRIOR
WITH HEAVY PLASMA GUN



WAR WALKER

Designed by Jes Goodwin



GENESTEALERS

ALL OF THESE MODELS EXCEPT THOSE MARKED WITH AN ASTERISK ARE SUPPLIED WITH A GENESTEALER ARM SPRUE AND A ORK WEAPON SPRUE AS STANDARD



PURESTRAIN 1
072596-0



PURESTRAIN 2
072596-1



PURESTRAIN 3
072596-12



HYBRID 1*
072557-6



HYBRID 2*
072557-10



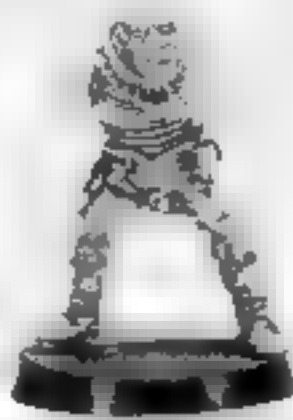
HYBRID 3
072557-12



HYBRID 4
072557-13



HYBRID 5
072557-14



HYBRID 6
072557-15



HYBRID 7
072557-16



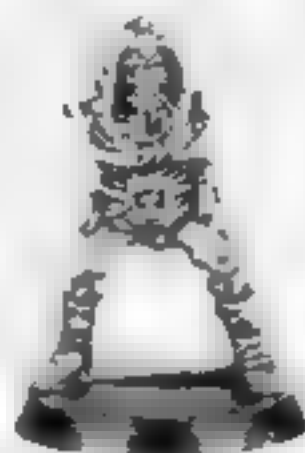
HYBRID 8
072557-17



HYBRID 9
072557-18



HYBRID 10
072557-19



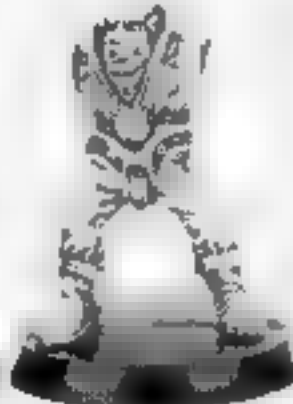
HYBRID 11
072557-20



HYBRID 12
072557-21



HYBRID 13
072557-22



HYBRID 14
072557-23



HYBRID 15
072557-28



HYBRID 16
072557-27



HYBRID 17
072557-25



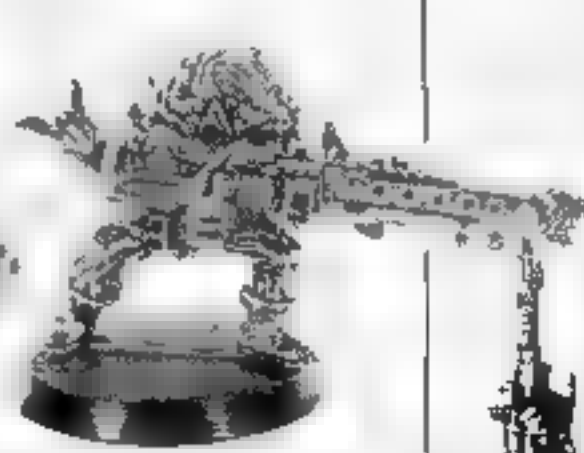
HYBRID 18
072557-24



HYBRID 19
072557-29



HYBRID 20
072557-26



EXAMPLES OF THE COMPLETED GENESTEALERS

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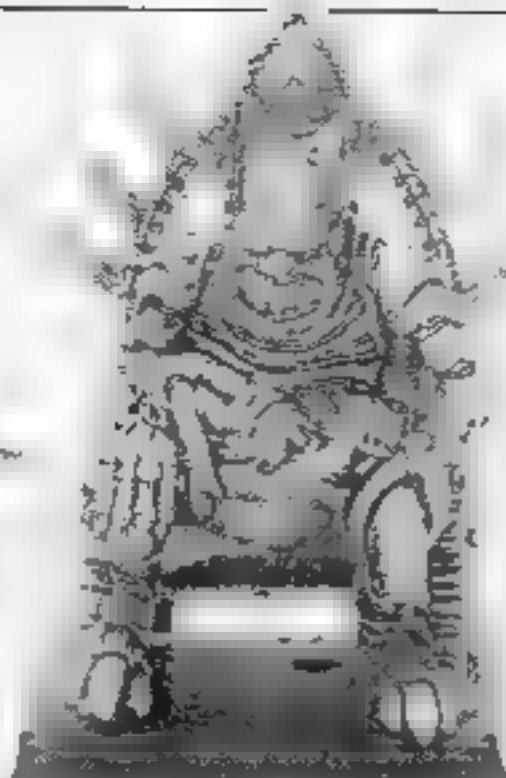
CITADEL
MINIATURES

GENESTEALERS

THE COMPLETE THRONED GENESTEALER PATRIARCH CONSISTS OF:
 1 x PATRIARCH BODY
 1 x THRONE RIGHT SIDE
 1 x THRONE SEAT
 1 x THRONE BACK
 1 x MAGUS ADVISOR



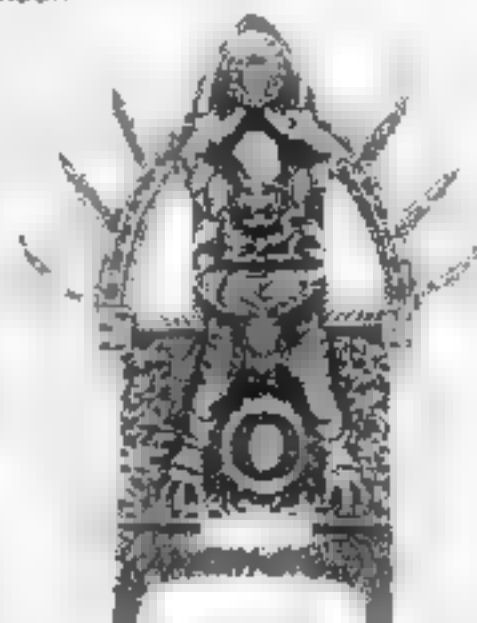
MAGUS ADVISOR
0725837



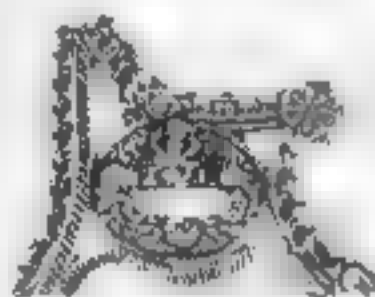
THE COMPLETE THRONED
GENESTEALER PATRIARCH
072583



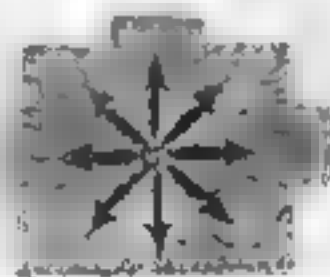
072583/5



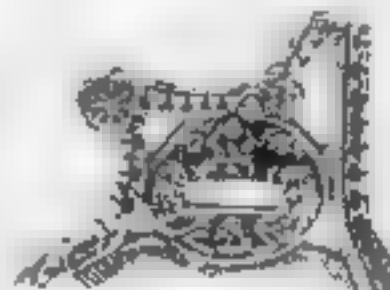
THRONE BACK
072583/6



THRONE RIGHT SIDE
072583/3



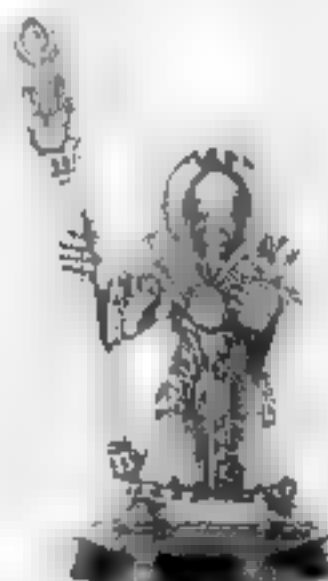
THRONE SEAT
072583/2



THRONE LEFT SIDE
072583/4



PATRIARCH BACK
072583/8



MAGUS WITH STAFF 1
072596/5



MAGUS WITH SCANNER
072596/6



MAGUS WITH LAS PISTOL
072557/7



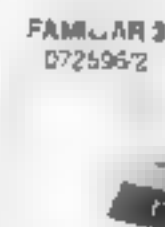
MAGUS WITH STAFF 2
072596/1



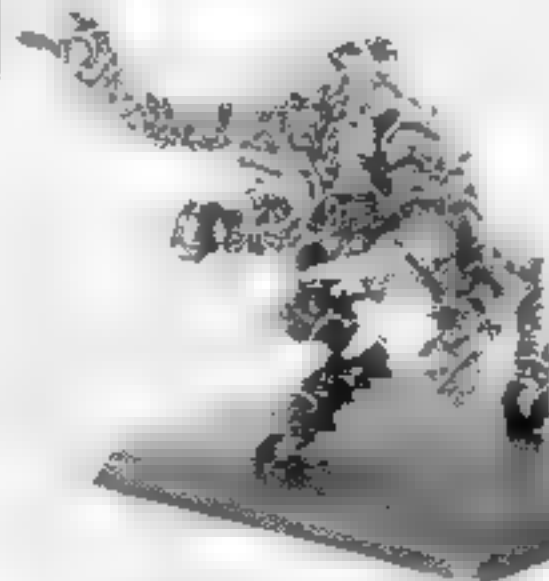
FAMILIAR 1
072596/3



FAMILIAR 2
072596/4



FAMILIAR 3
072596/2



THE COMPLETE STANDING PATRIARCH
072586



PATRIARCH LEFT ARMS
072596/8



PATRIARCH RIGHT ARMS
072596/9



STANDING PATRIARCH BODY
072596/7

THE COMPLETE STANDING
PATRIARCH CONSISTS OF:
 1 x STANDING PATRIARCH BODY
 1 x PATRIARCH LEFT ARMS
 1 x PATRIARCH RIGHT ARMS

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CITADEL
MINIATURES

Designed by the Citadel Design Team with Jes Goodwin



ADRIAN SMITH

TEAM

HUNTER SLAYERS

Designed by Michael Perry



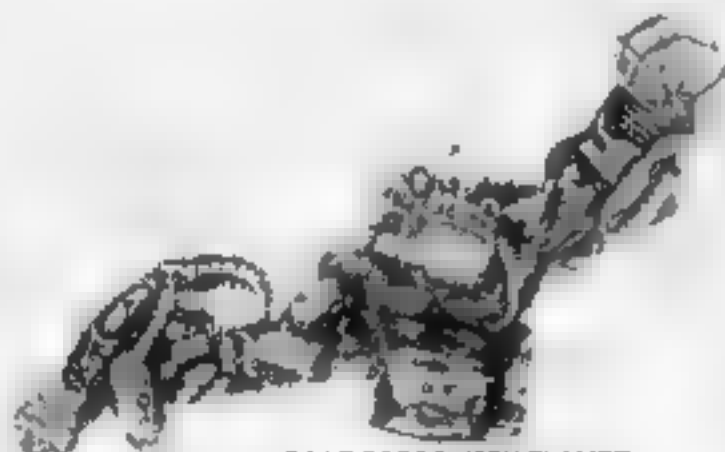
FLESHBORER 1
072618/2



FLESHBORER 2
072618/1

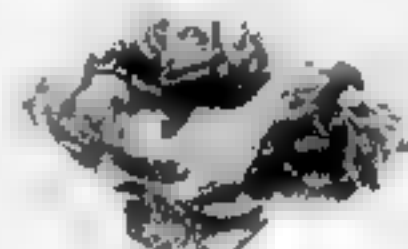
ZOATS

Designed by the Citadel Design Team



ZOAT TORSO WITH FLAMER
AND POWER GLOVE
072545/3

EACH COMPLETE ZOAT MODEL CONSISTS OF
1 x ZOAT BODY
1 x ZOAT TORSO
PLEASE STATE WHICH ZOAT TORSO
YOU REQUIRE WHEN YOU ORDER



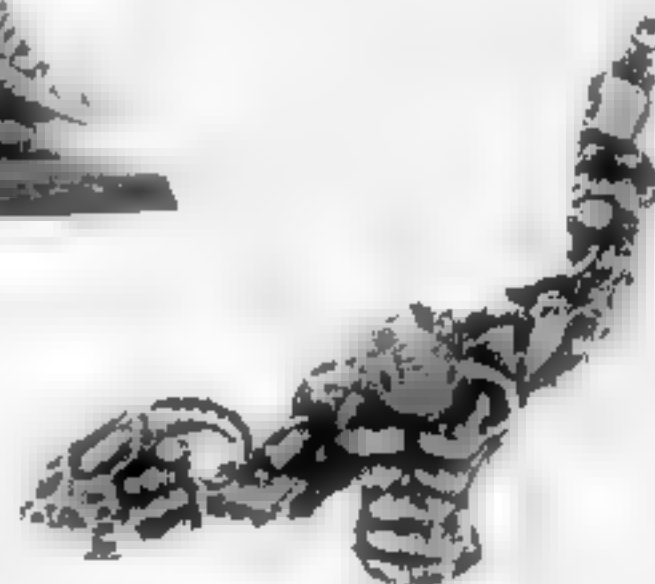
ZOAT TORSO WITH
FLESHBORER
072545/5



ZOAT BODY
072545/2



ZOAT TORSO WITH
MISSILE LAUNCHER
072545/4



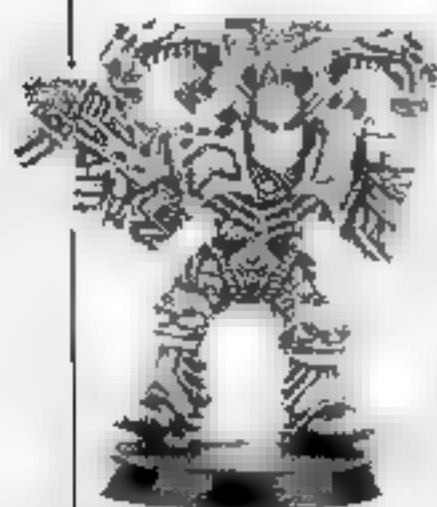
ZOAT TORSO WITH
FLESHBORERS
072545/1

EXAMPLES OF THE COMPLETE ZOAT MODELS



CHAOS RENEGADES

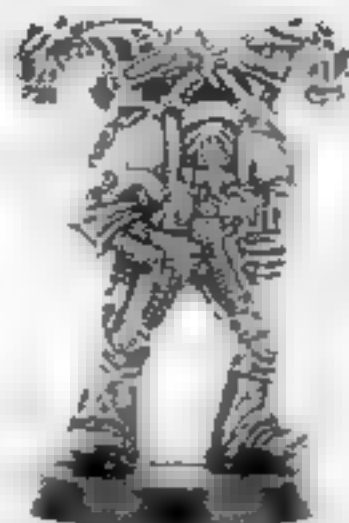
KHORNE



BOLTER 1
070302/17



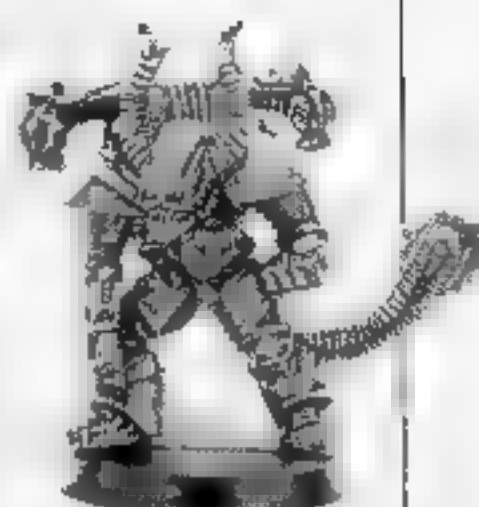
BLOODLETTER
HEAD 1
070302/2



BOLTER 2
070302/10



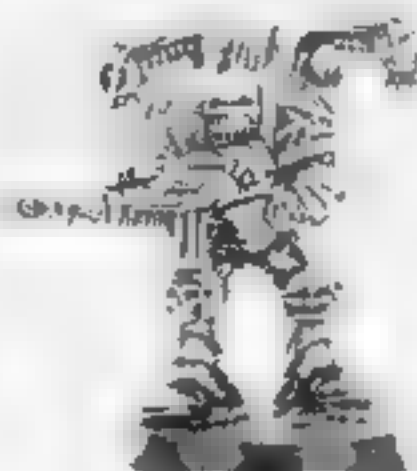
BLOODLETTER
HEAD 2
070302/5



POWER SAW
070302/3



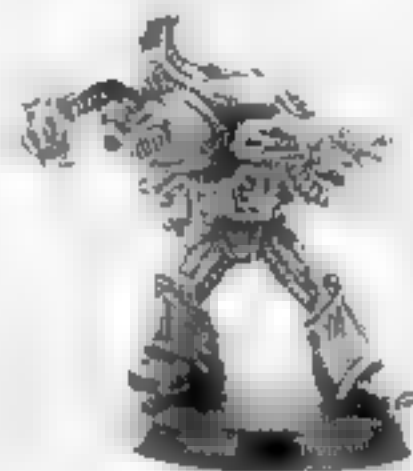
JUGGER HEAD
070302/4



SKULL HEAD
070302/18



PLASMA HAND
070302/16

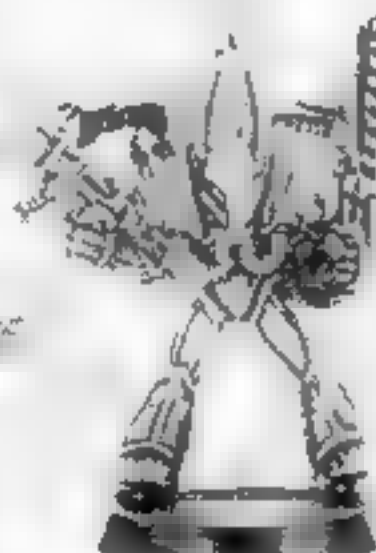


BOLTER 3
070302/9

SLAANESH



DAEMONETTE HEAD 1
070315/4



CHAINSWORD
070315/12



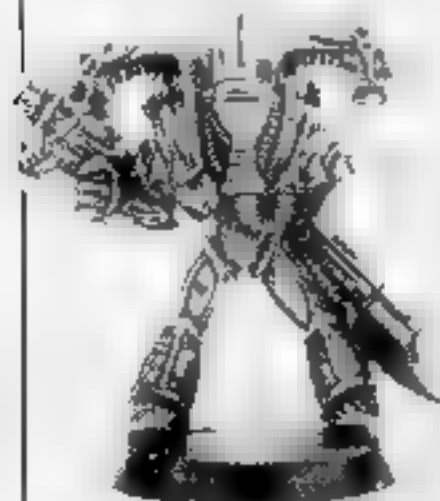
BOLTER 4
070315/13



DAEMONETTE HEAD 2
070315/5



BOLTER 5
070315/3



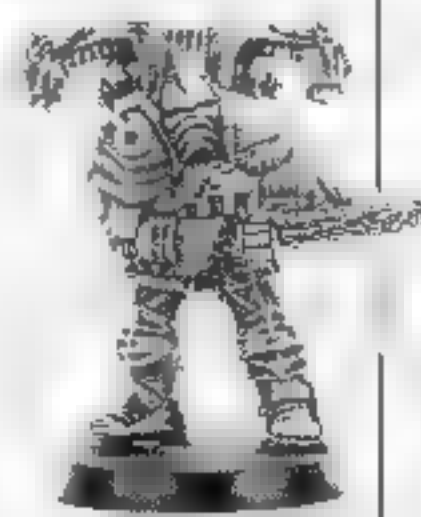
POWER AXE ARM 1
070315/15



FIEND HEAD
070315/8



BOLTER 6
070315/17



BOLTER 7
070315/18

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD

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CITADEL
MINIATURES

Designed by Michael Perry and Kev Adams

CHAOS RENEGADES

TZEENTCH



DISPLACED HEAD
070366/5



HEADLESS BODY AND
CHAIN SWORD
070366/2



FUNGUS BODY AND
POWER GLOVE
070366/3



BEAKED HEAD AND
PLASMA HAND
070366/4



HEADLESS 2
070366/8

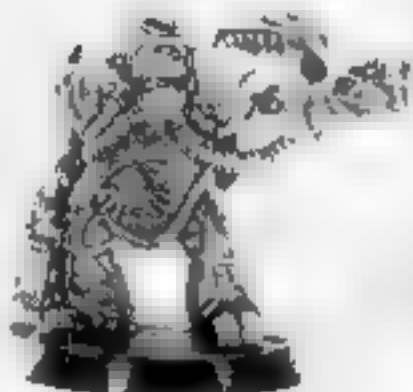


FUNGUS BODY AND
PLASMA HAND
070366/6



3 ARMS
070365/8

NURGLE



PLAGUE BEARER HEAD 1
070354/4



TENTACLE ARM
AND FLAMER
070366/1



TENTACLE ARM
AND SKULL HEAD
070354/1



PLAGUE BEARER HEAD 2
070354/8



TENTACLE HEAD
070354/3



MANIKIN HEAD
070354/2



TUBE HEAD
070354/5

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD

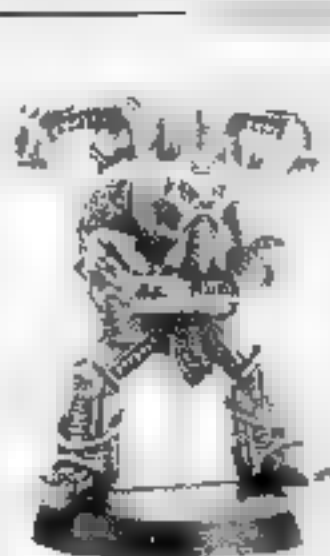
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CITADEL
MINIATURES

Designed by Michael Perry

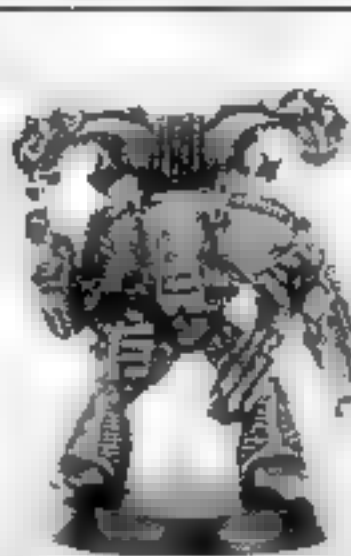
CHAOS RENEGADES



BOLTER 2
070315/2



BOLTER 9
070302/14



FOUR ARMS
070315/10



MELTA GUN
070315/16



BOLTER 10
070302/ 5



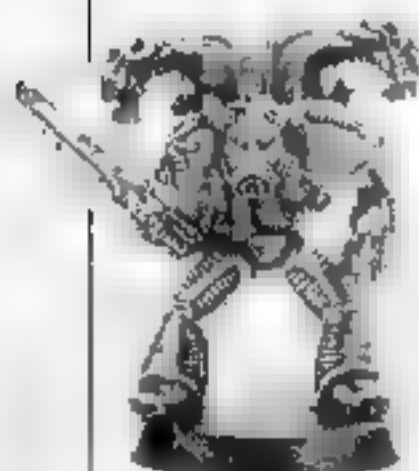
BOLTER 11
070315/11



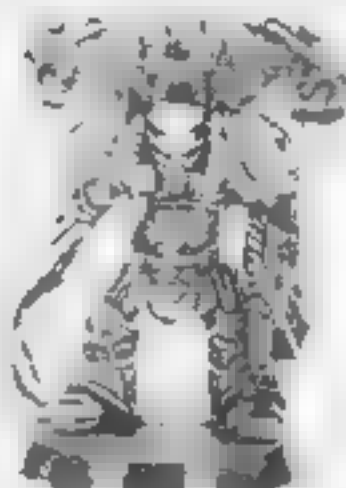
BOLTER 12
070302/12



BOLTER 13
070302/8



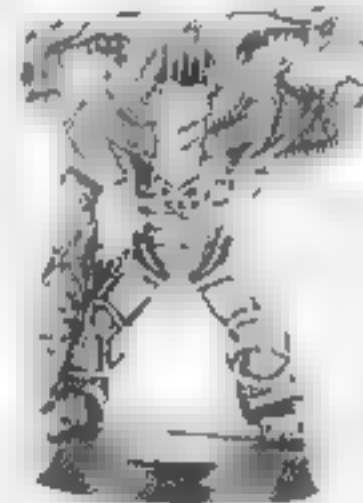
CHAINSAW ARM
070315/9



TENTACLE ARM
070302/8



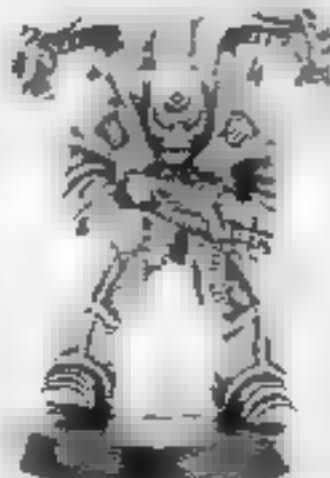
ONE EYE
070302/13



POWER GLOVE
070302/11



POWER AXE ARM 2
070315/14



THREE EYES
070315/6



BOLTER 14
070315/7



BOLTER 15
070302/7

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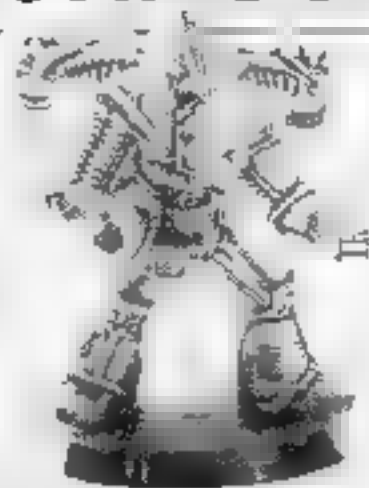


CITADEL
MINIATURES

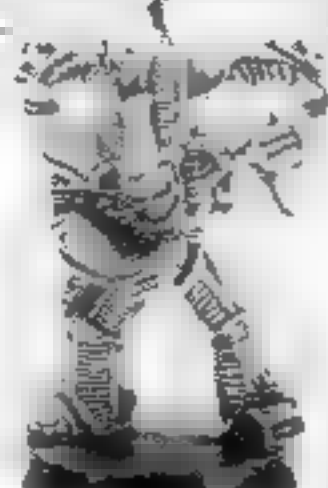
ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE
BACK PACK SPRUE AS STANDARD

Designed by Michael Perry with Kev Adams

CHAOS RENEGADE HEAVY WEAPONS



SLAANESH RENEGADE
070327/1



KHORNE RENEGADE WITH THE
FACE OF A BLOODLETTER
070327/5



NURGLE RENEGADE
WITH HORNS
070327/6



TZEENTCH RENEGADE WITH
A FUNGUS BODY
070327/7



RENEGADE 1
070327/8



RENEGADE 2
070327/12



RENEGADE 3
070327/11



RENEGADE 4
070327/4



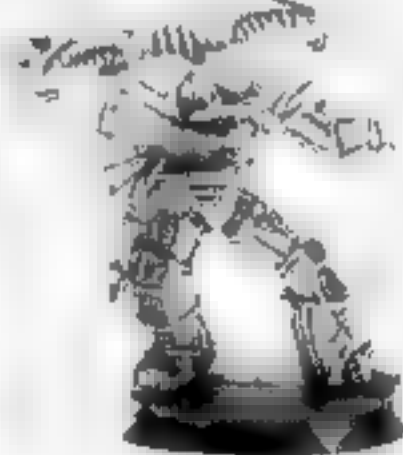
RENEGADE 5
070327/10



RENEGADE 6
070327/2



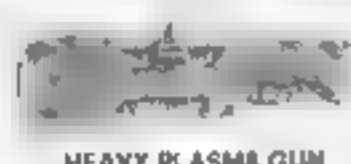
RENEGADE 7
070327/9



RENEGADE 8
070327/10



HEAVY BOLTER
070327/13



HEAVY PLASMA GUN
070327/17



MULTI MELTA
070327/15



CONVERSION BEAMER
070327/16



MISSILE LAUNCHER
070327/14

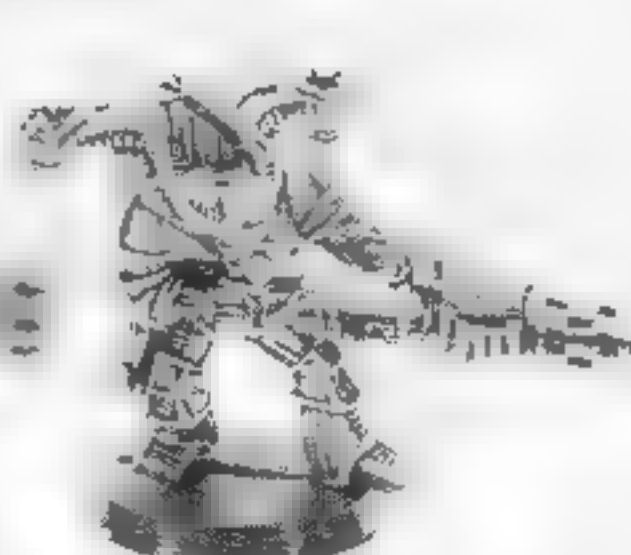


GRENADE LAUNCHER
070327/18



LAS CANNON
070327/19

ALL OF THESE MODELS ARE SUPPLIED WITH ONE OF THE WEAPONS SHOWN
AS STANDARD, PLEASE STATE WEAPON CHOICE WHEN ORDERING.



EXAMPLES OF THE CHAOS RENEGADES WITH HEAVY WEAPONS

Designed by Michael Perry

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD

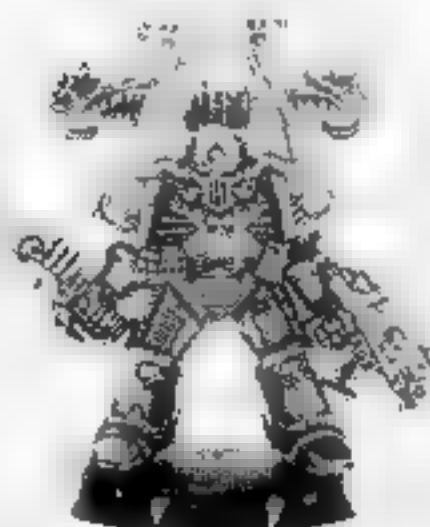
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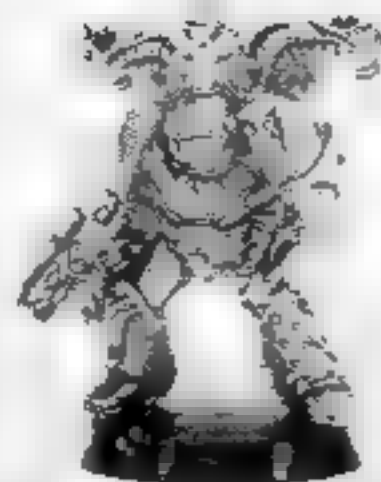
CITADEL
MINIATURES

CHAOS SPACE MARINES

Designed by Jes Goodwin



**WORLD EATER
(KHORNE)**
070378/4



**EMPEROR'S CHILDREN
(SLAANESH)**
070378/3



**DEATH GUARD
(NURGLE)**
070378/2



**THOUSAND SONS
(TZEENTCH)**
070378/1

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD

CHAOS DREADNOUGHT

Designed by Alan Perry



**RIGHT ARM WITH
HEAVY PLASMA GUN**
070184/18



**LEFT ARM WITH
POWER CLAW**
070184/19



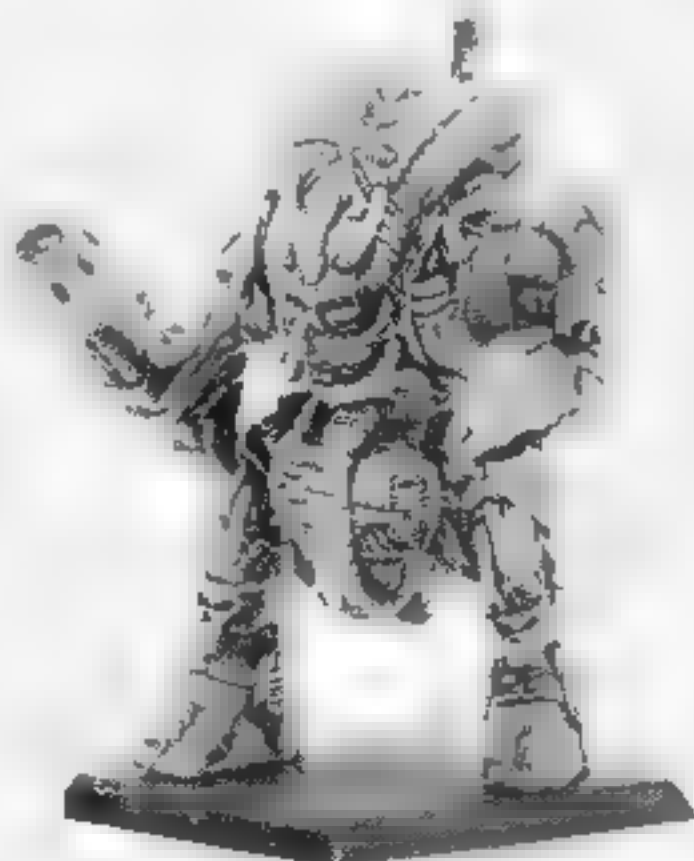
**SHOULDER
JOINT**
070184/17



RIGHT LEG
070184/16



LEFT LEG
070184/15



EXAMPLE OF THE COMPLETE CHAOS DREADNOUGHT



UPPER TORSO
070184/13



LOWER TORSO
070184/14



THE COMPLETE CHAOS DREADNOUGHT CONSISTS OF:
1 x UPPER TORSO
1 x LOWER TORSO
1 x RIGHT ARM WITH PLASMA GUN
1 x LEFT ARM WITH POWER CLAW
2 x SHOULDER JOINTS
1 x RIGHT LEG
1 x LEFT LEG

RENEGADES ON HORSE BACK

Designed by Michael and Alan Perry



RIDER BODY 1
07034 1/3



RIDER BODY 2
073253/23



RIDER BODY 3
073253/35



RIDER BODY 4
073253/36



RIDER BODY 5
073253/27

THE COMPLETE CHAOS RENEGADE
ON HORSE BACK CONSISTS OF
1 x LEGS
1 x BODY
1 x LARGE PLASTIC HORSE
PLEASE STATE WHICH RIDERS BODY
YOU REQUIRE WHEN ORDERING

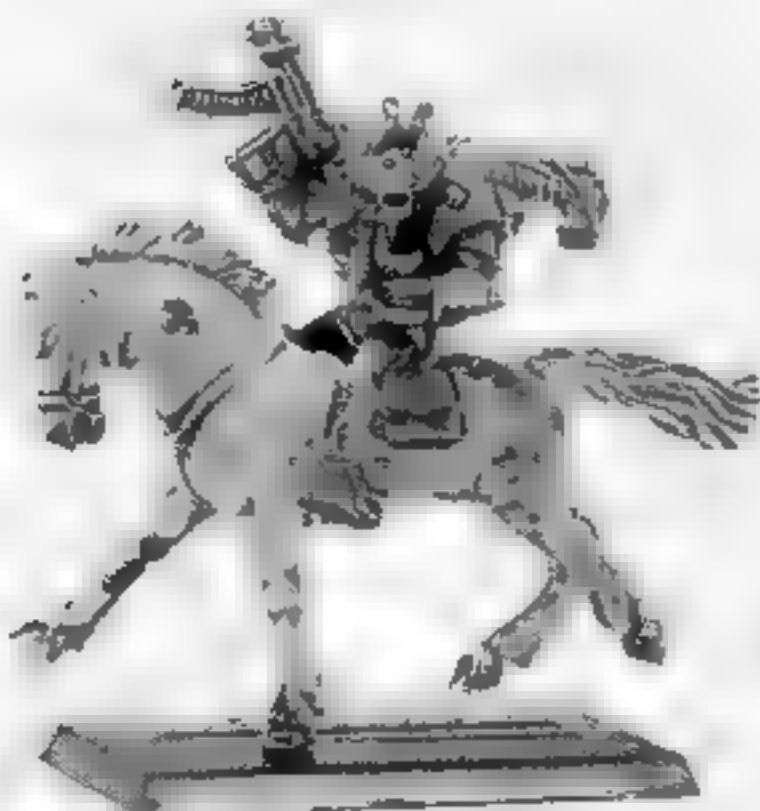
THE LARGE PLASTIC HORSES
CAN BE FOUND ON PAGE 331



LEGS 1
070341/1



LEGS 2
070341/2

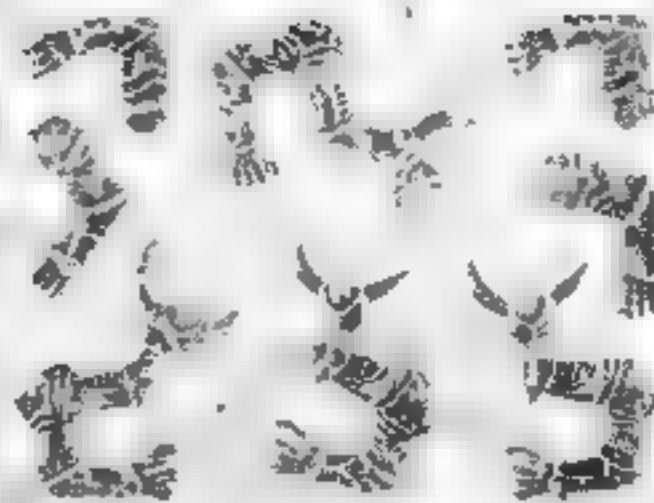


EXAMPLES OF THE COMPLETE RENEGADES ON HORSE BACK

ALL OF THE ABOVE MODELS ARE SUPPLIED WITH A CHAOS RENEGADE BACK PACK SPRUE AS STANDARD



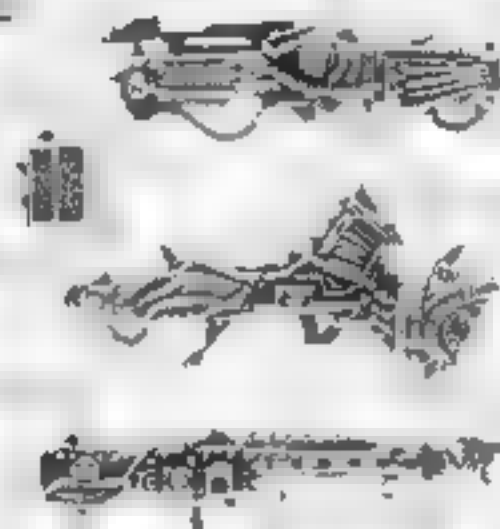
PLASTICS



GENESTEALER ARMS SPRUE
102776



LIBRARIAN AND HYBRID SPRUE
1 LIBRARIAN AND 2 HYBRIDS,
102407



CHAOS HEAVY WEAPONS SPRUE
(1 CONVERSION BEAMER, 1 MISSILE
LAUNCHER AND 1 AUTO CANNON)
102517



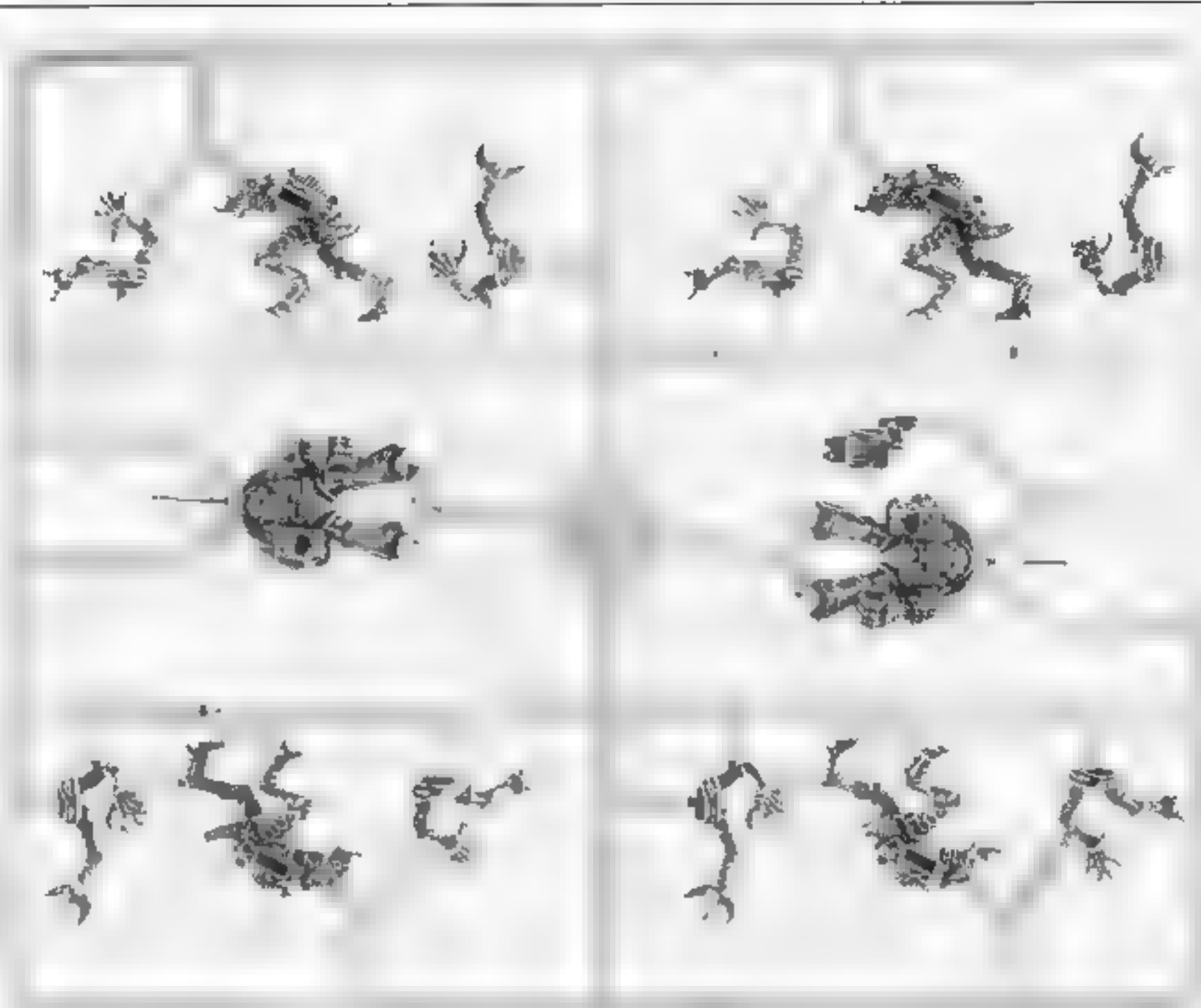
TYREND WARRIOR SPRUE
1200 3

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CITADEL
MINIATURES

PLASTICS



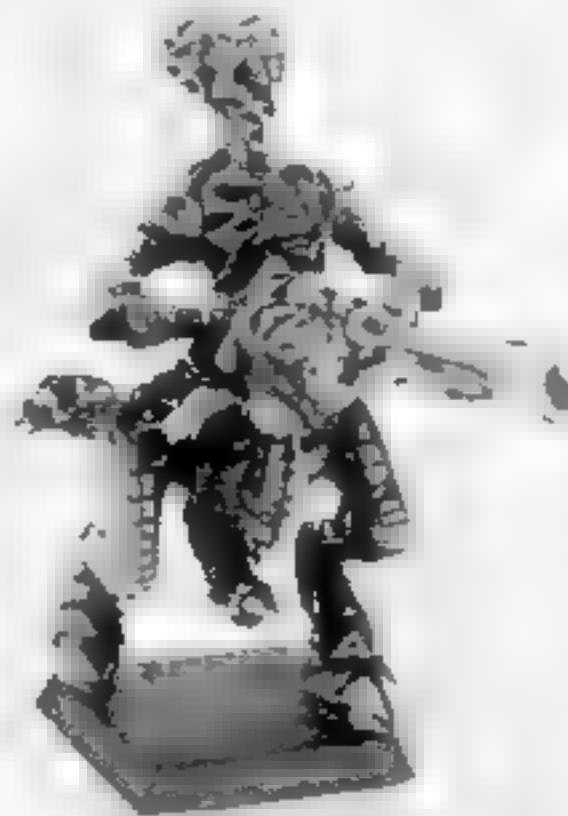
GENESTEALER AND TERMINATOR SPRUE
131718



TERMINATOR LIBRARIAN



GENESTEALER HYBRID



TYRANID WARRIOR

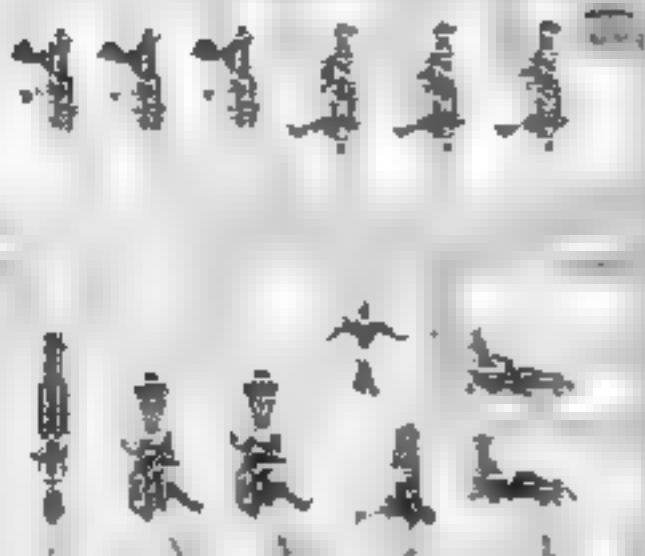


GENESTEALER

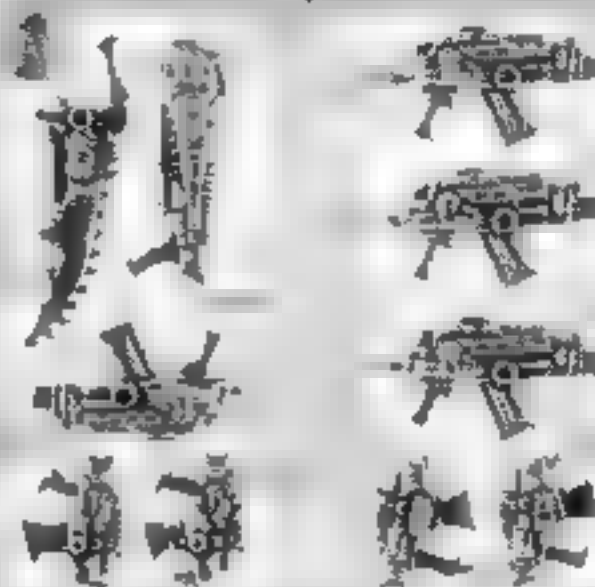


TERMINATOR

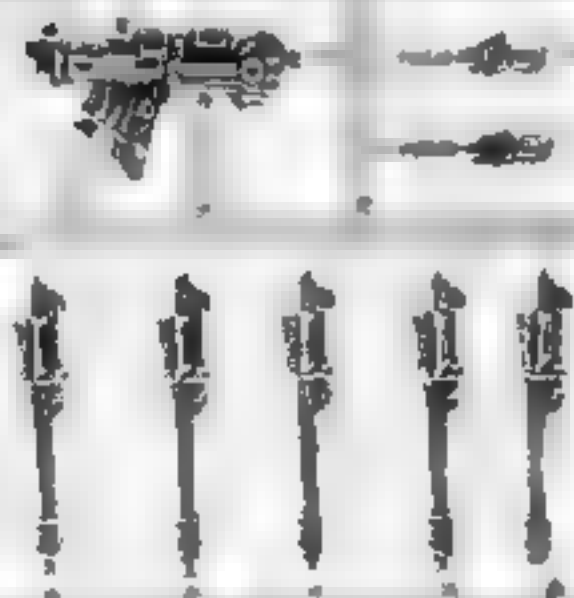
PLASTICS



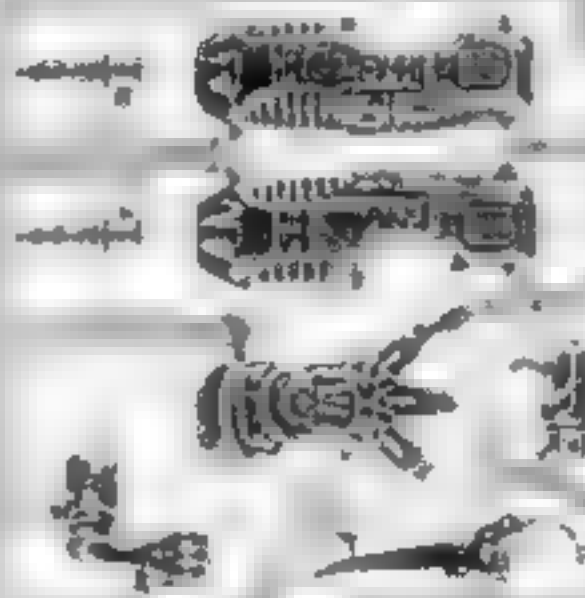
HAND WEAPONS SPRUE
13 AUTO PISTOLS, 3 BOLT PISTOLS, 2 HAND FLAMERS,
2 STUB GUNS, 1 HAND CROSSBOW, 1 SAWN OFF
SHOTGUN AND 1 PLASMA PISTOL



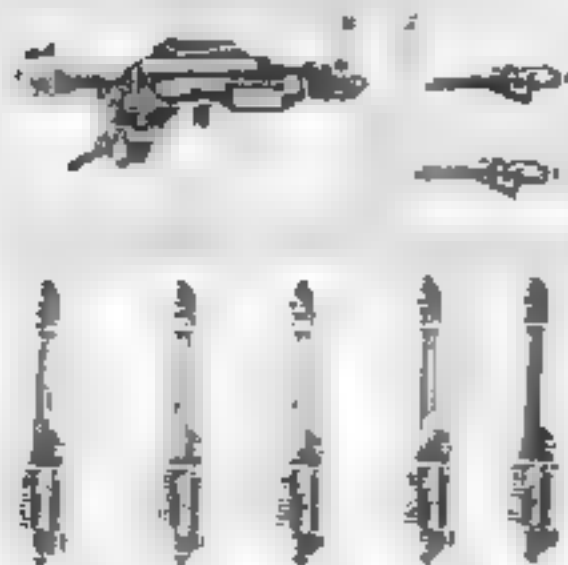
ORK WEAPONS SPRUE
(4 BOLTERS, 4 BOLT PISTOLS,
1 PLASMA PISTOL AND CHAIN SWORD)
102749



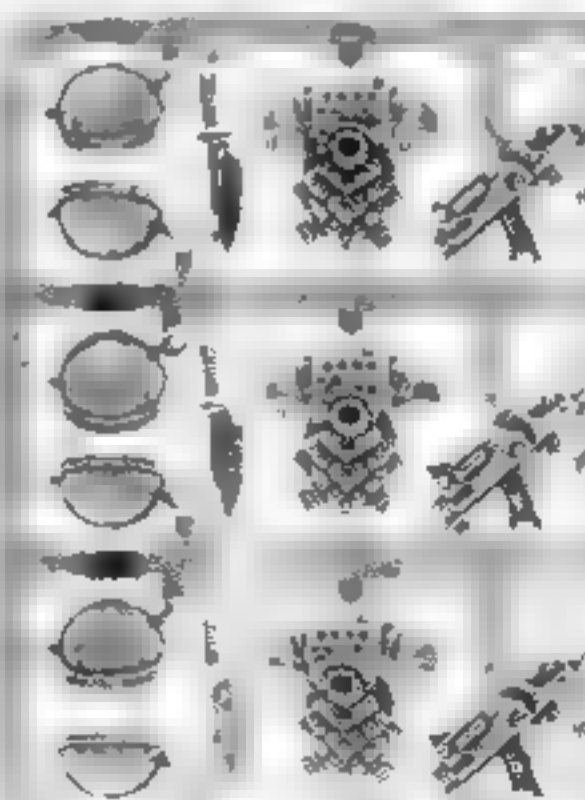
LAS GUNS AND HEAVY BOLTER SPRUE
(1 HEAVY BOLTER, 5 LAS GUNS, 2 LAS PISTOLS)
131328



ORK HEAVY WEAPON SPRUE
1 HEAVY PLASMA GUN, 1 POWER CLAW, 2 STICK
BOMBZ, 1 PLASMA PISTOL AND 1 POWER SWORD
102752



LAS GUNS AND LAS CANNON SPRUE
LAS CANNON, 5 LAS GUNS, 2 LAS PISTOLS
13 260



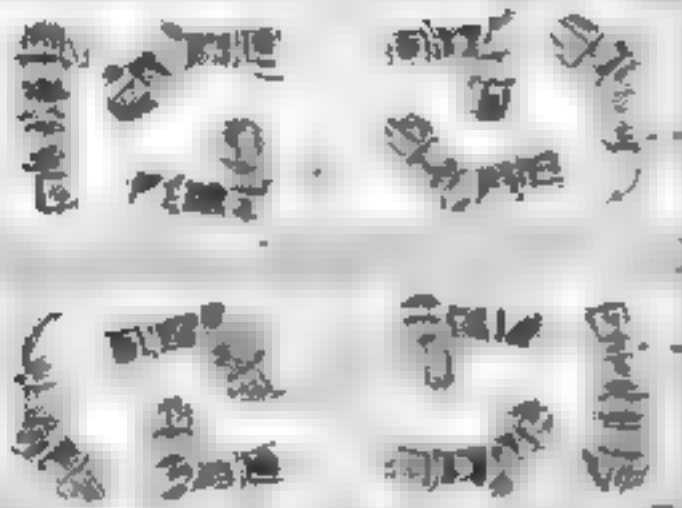
SPACE MARINE BOLTERS AND BACK PACKS SPRUE
(3 PAIRS OF SHOULDER PADS, 3 BACK PACKS,
3 BOLTERS, 3 COMBAT KNIVES)
101532

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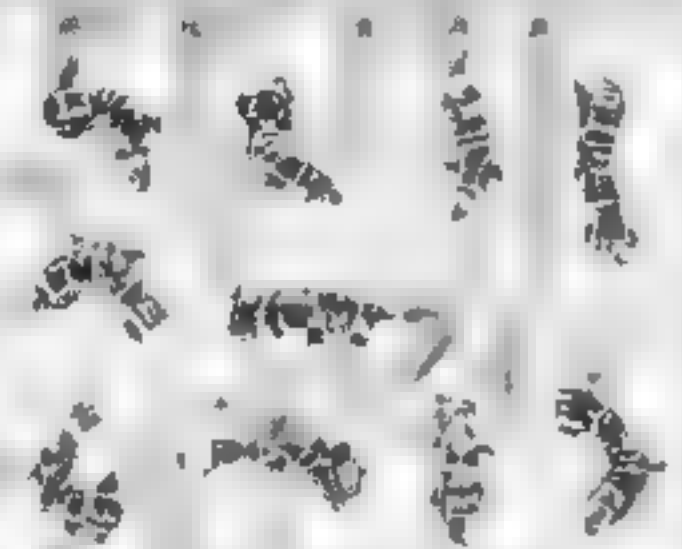


**CITADEL
MINIATURES**

PLASTICS



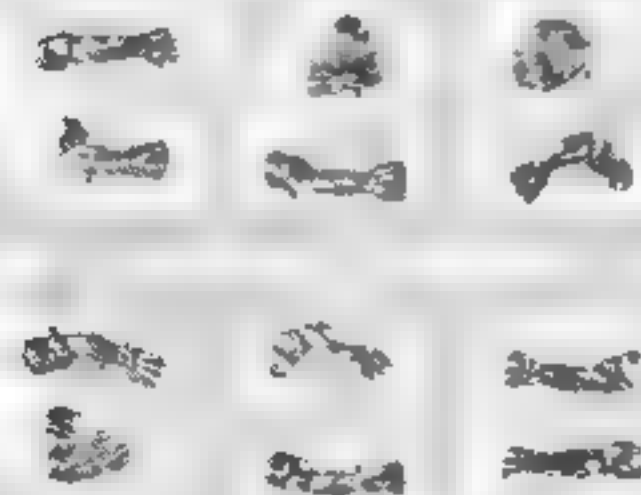
SPACE MARINE ARM SPRUE
103004



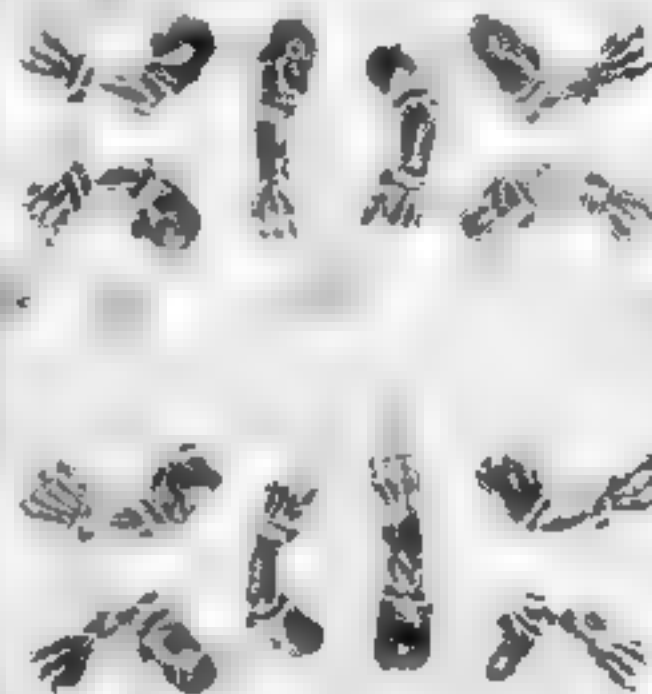
HUMAN CLOTHED ARMS SPRUE
131258



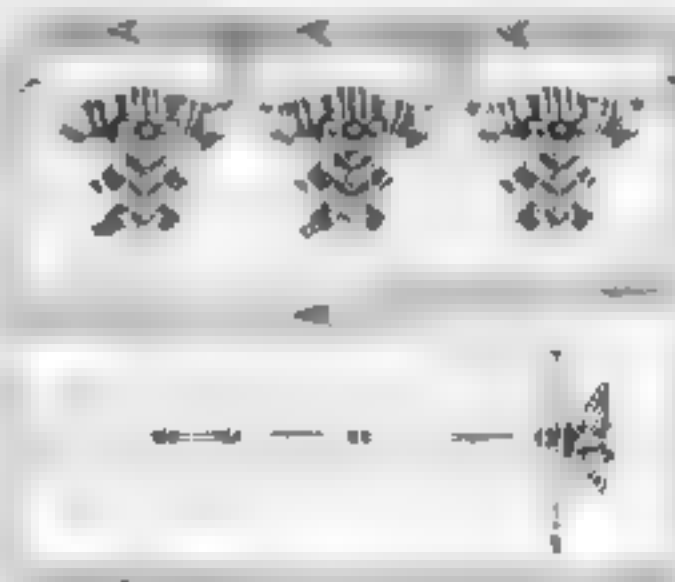
SQUAT ARM SPRUE
1321317



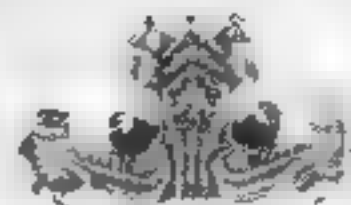
HUMAN BARE ARMS SPRUE
126001



ORK ARMS SPRUE
102531



SPACE MARINE BACK PACKS AND BANNER SPRUE
131928



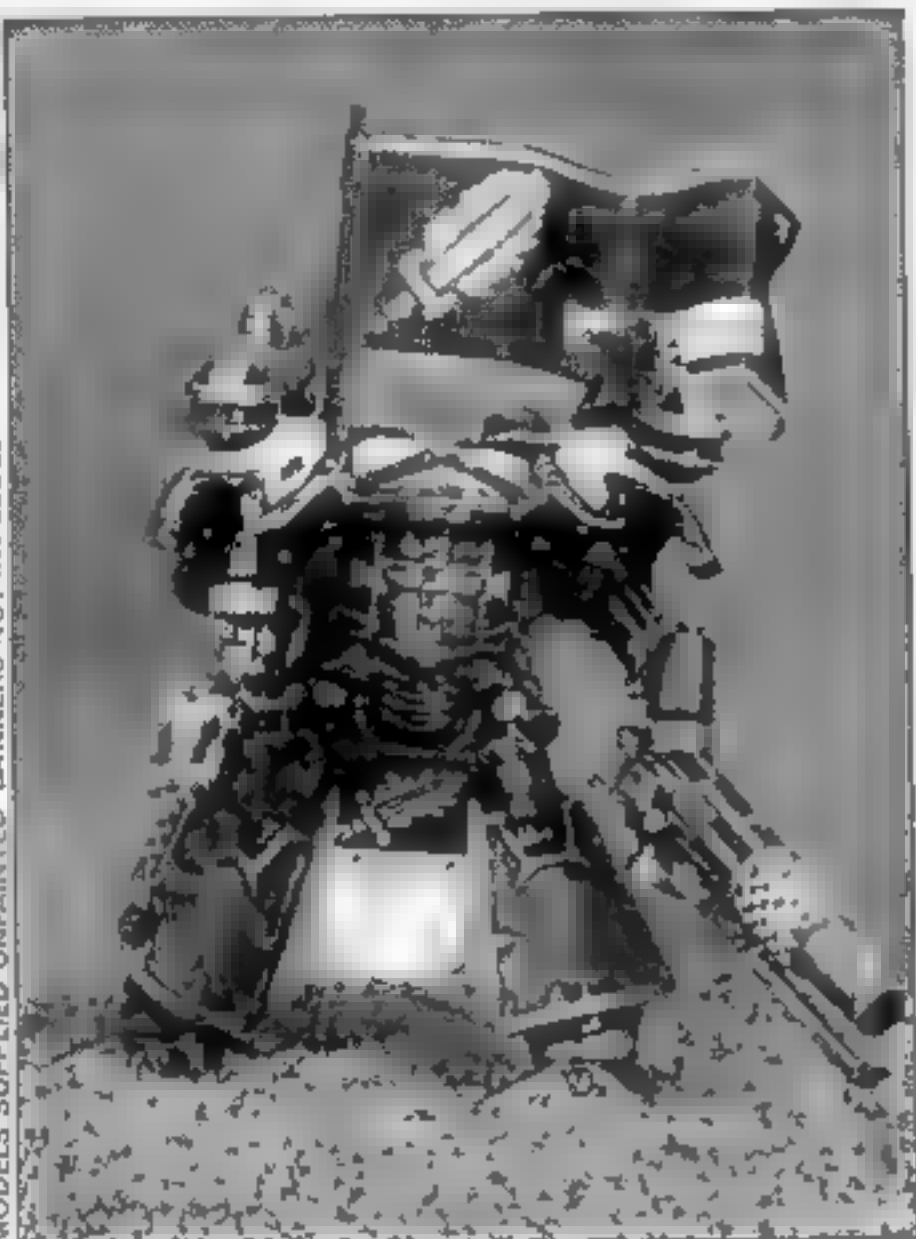
CHAOS RENEGADE BACK PACKS SPRUE
131914

IMPERIAL BATTLE TITANS

BOXED SET OF 6 PLASTIC BATTLE TITANS

ACTUAL SIZE

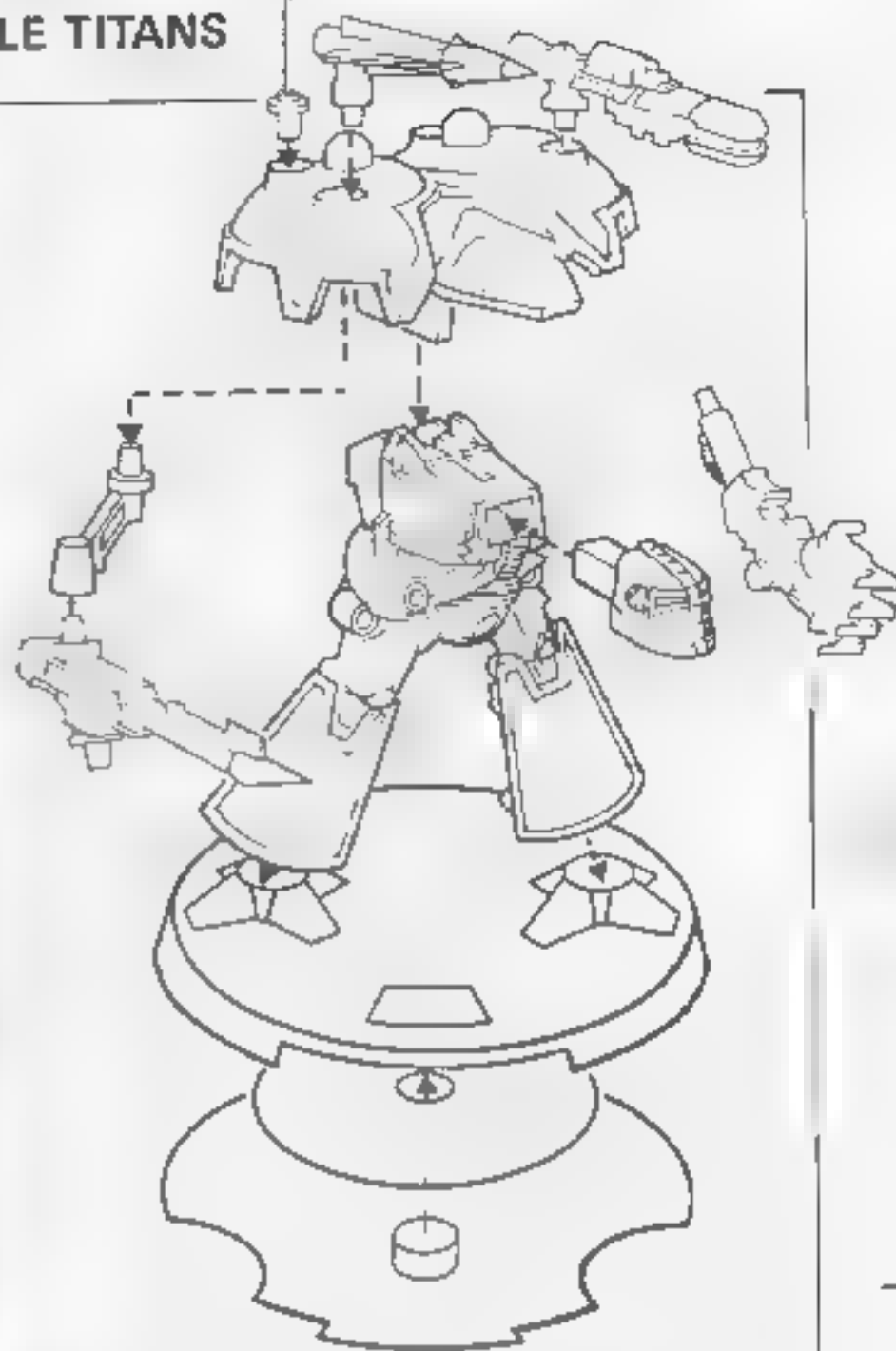
MODELS SUPPLIED UNPAINTED. BANNERS NOT INCLUDED



The Warlord Class Battle Titan is by far the most popular and versatile class of Imperial Battle Titan, and thousands of Warlords saw action on both sides during the wars of the Horus Heresy. These 6 clip together, plastic Warlord Class Battle Titans come with interchangeable weapons.



EACH BOX SET CONTAINS 6 TITAN BODY SPRUE 5 AND 2 TITAN WEAPON SPRUES



MODELS REQUIRE ASSEMBLY



VOLCANO CANNON



QUAKE CANNON



PLASMA DESTRUCTOR



VORTEX MISSILE



GATLING BLASTER



LASER BLASTER



TITAN MULTIPLE ROCKET LAUNCHER



MELTA CANNON



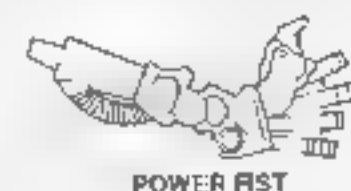
PLASMA CANNON



LAS BURNER



CHAIN FIST



POWER FIST

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CITADEL
MINIATURES

IMPERIAL BATTLE TITANS

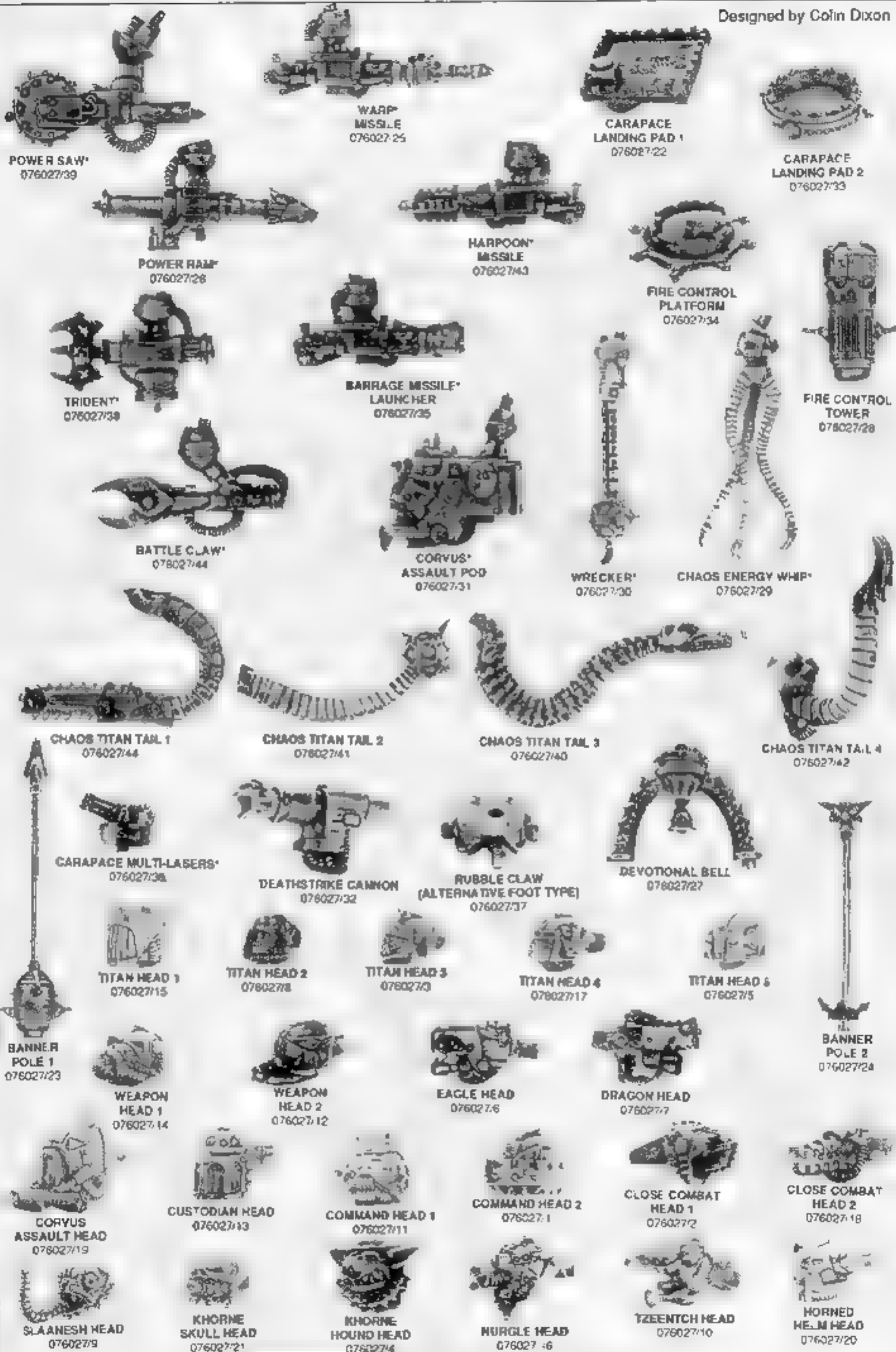


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TITAN HEADS AND WEAPONS

Designed by Colin Dixon



ALL THESE MINIATURES CAN BE MOUNTED ON THE PLASTIC WARLORD TITANS
THOSE MODELS MARKED * WILL ALSO FIT THE METAL REAPER TITANS.

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REAYER TITANS



**TURBO-LASER
DESTRUCTOR**
0760154



PLASMA BLASTGUN
0760156



VULCAN MAGA-BOLTER
0760156



**MULTIPLE ROCKET
LAUNCHER**
07601514



DEVOTION SEALS
07601511



INFERNO GUN
0760155



POWER FIST
0760158



**SHOULDER
GUARD 1**
07601513



HEAD 1
0760157



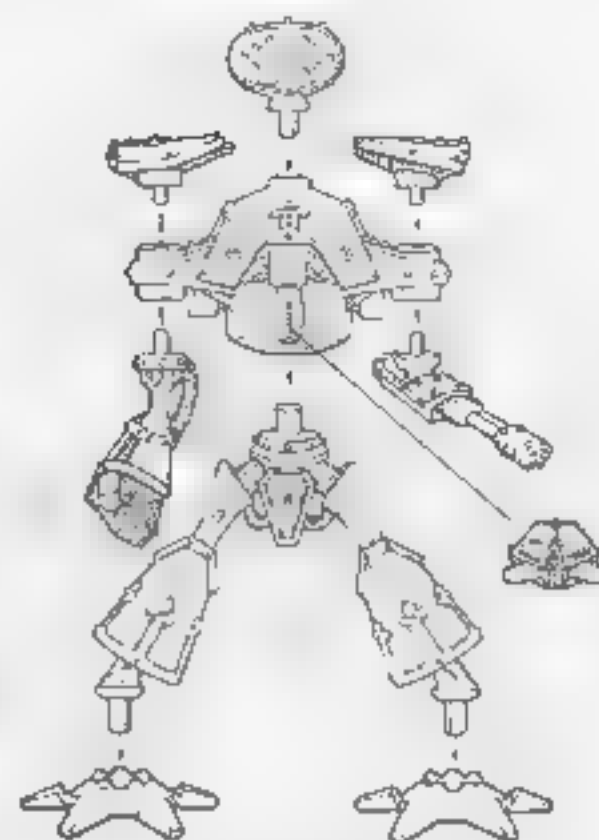
HEAD 2
07601515



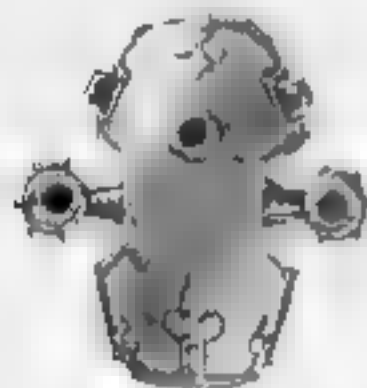
CHAIN FIST
07601516



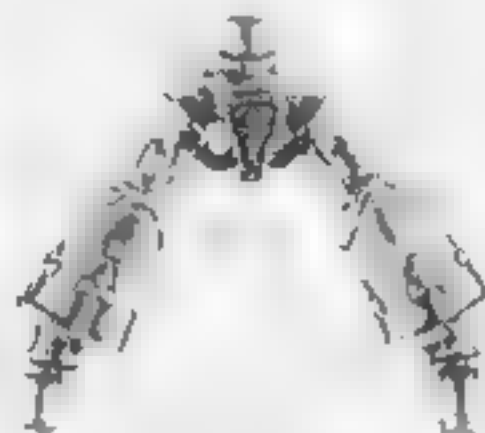
**SHOULDER
GUARD 2**
07601512



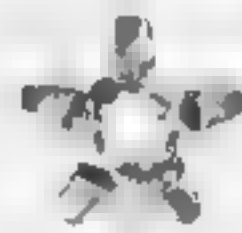
EACH COMPLETE REAYER TITAN CONSISTS OF
 1x CARAPACE
 1x HEAD
 2x SHOULDER GUARDS
 1x DEVOTION SEALS
 1x LEGS
 2x FEET
 3x WEAPONS
 YOU MAY CHOOSE TO HAVE A BANNER
 POLE INSTEAD OF ONE OF THE WEAPONS
 PLEASE STATE WHICH ITEMS YOU
 REQUIRE WHEN ORDERING



CARAPACE
0760158



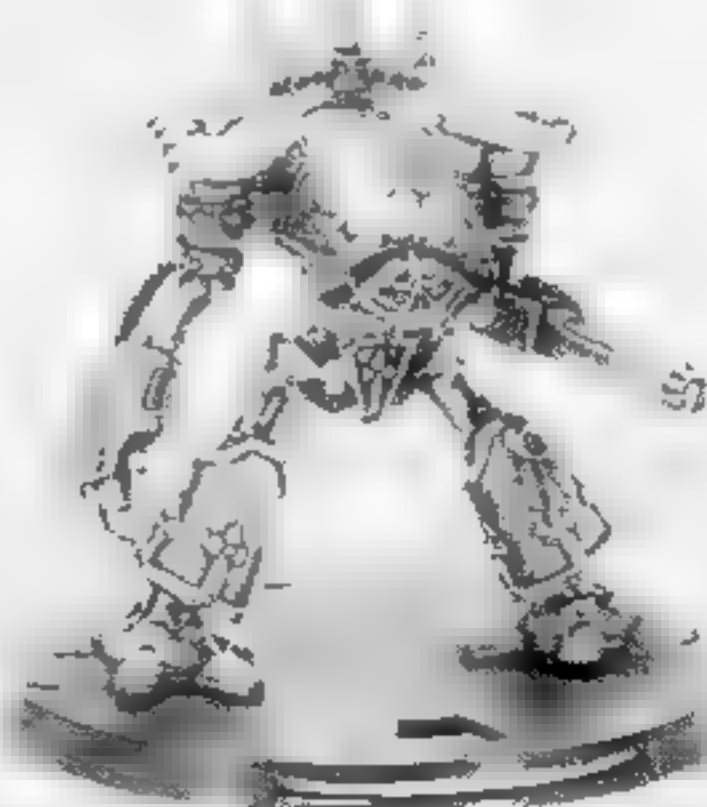
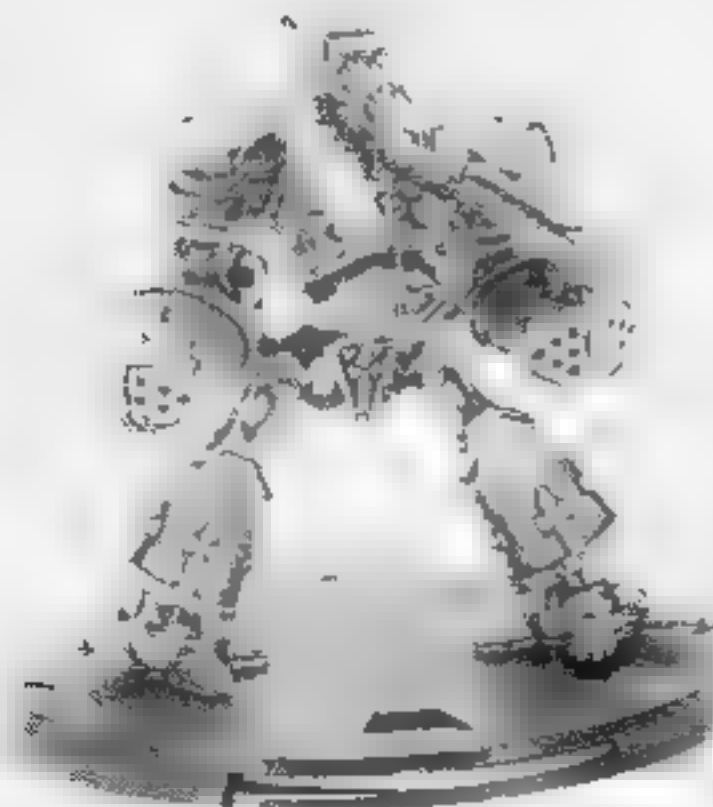
LEGS
0760159



FOOT
07601510



BANNER POLE
07601519



THESE ARE EXAMPLES OF COMPLETE REAYER TITANS

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**CITADEL
MINIATURES**

Designed by Jes Goodwin

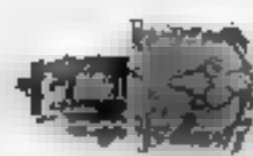
WAR HOUNDS



INFERNO GUN
076015/5



VULCAN MEGA-BOLTER
076015/6



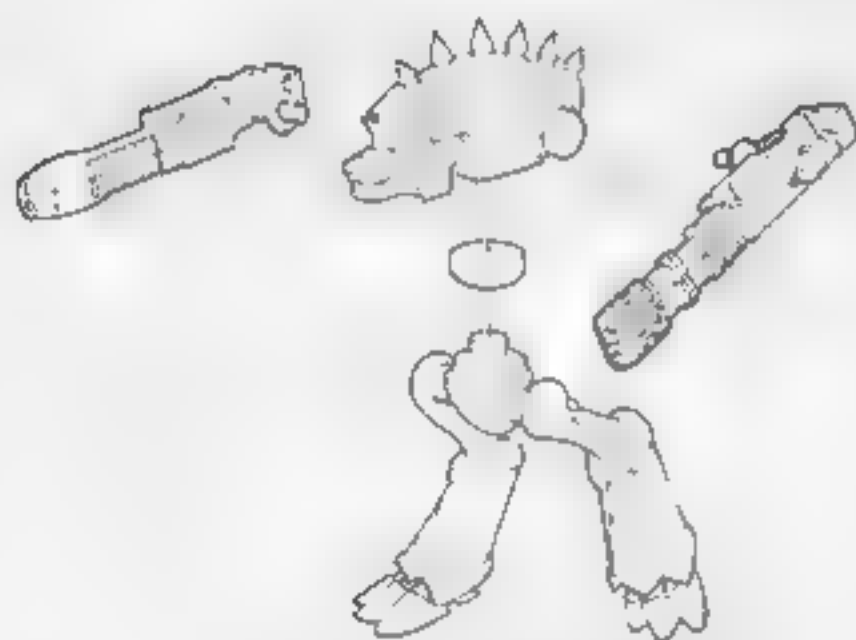
MULTIPLE ROCKET
LAUNCHER
076015/14



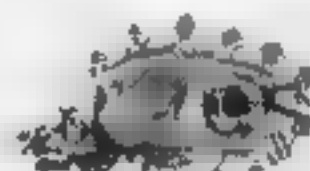
TURBO-LASER
DESTRUCTOR
076015/4



PLASMA BLASTGUN
076015/6



EACH COMPLETE WAR HOUND CONSISTS OF:
1 x LEGS
1 x HEAD AND TORSO
1 x CONNECTING RING
2 x WEAPONS
PLEASE STATE WHICH WEAPONS
YOU REQUIRE WHEN ORDERING.



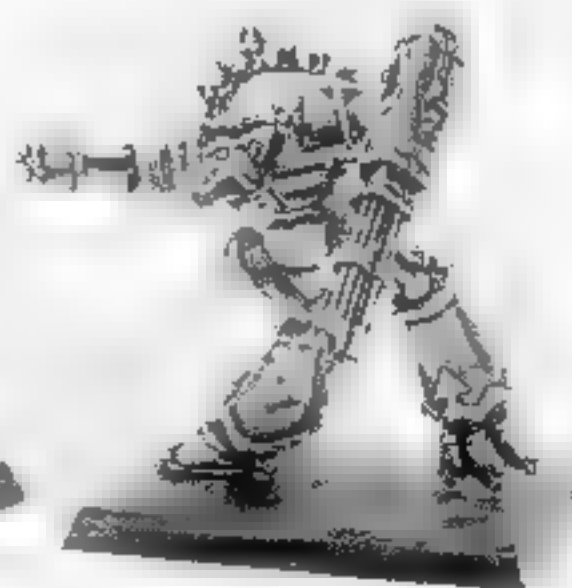
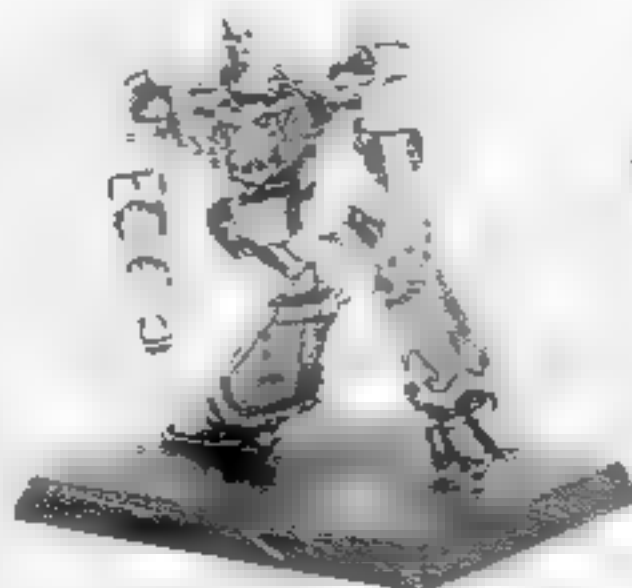
HEAD AND TORSO
076015/2



CONNECTING RING
076015/3



LEGS
076015/1



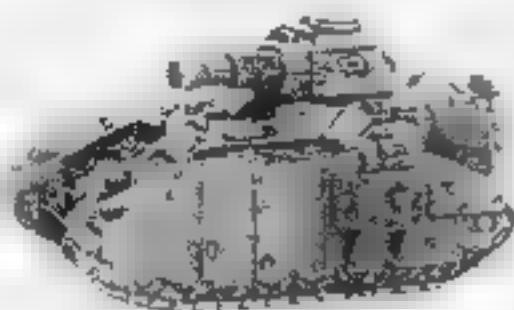
THESE ARE EXAMPLES OF COMPLETE WAR HOUNDS

Designed by Jes Goodwin



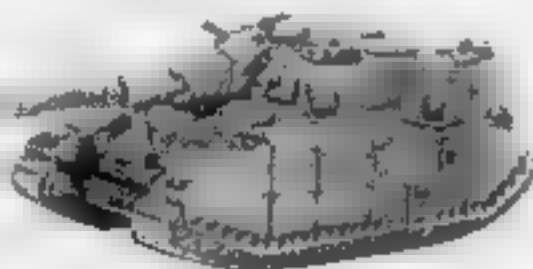
IMPERIAL TANKS & WAR MACHINES

THE COMPLETE BANE BLADE CONSISTS OF:
1 x BANE BLADE CHASSIS
1 x BANE BLADE TURRET
1 x SPONSON TURRETS 1



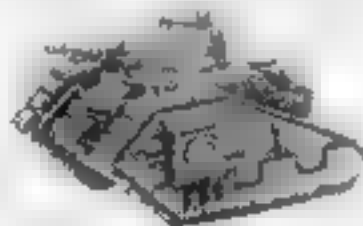
BANE BLADE
SUPER HEAVY BATTLETANK

THE COMPLETE SHADOWSWORD CONSISTS OF:
1 x SHADOWSWORD CHASSIS
1 x VOLCANO CANNON
1 x SPONSON TURRETS 2



SHADOWSWORD
SUPER HEAVY TANK DESTROYER

THE COMPLETE LEMAN RUSS CONSISTS OF:
1 x LEMAN RUSS CHASSIS
1 x LEMAN RUSS TURRET



LEMAN RUSS
BATTLE TANK

THE COMPLETE PREDATOR CONSISTS OF:
1 x PREDATOR CHASSIS
1 x PREDATOR TURRET
1 x LAS-CANNON SPONSONS
1 x PREDATOR LEFT SIDE
1 x PREDATOR RIGHT SIDE

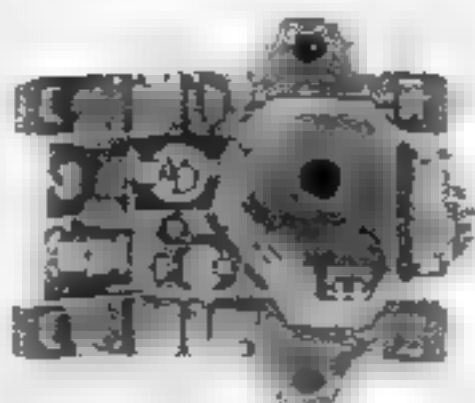


PREDATOR

THE COMPLETE WHIRLWIND CONSISTS OF:
1 x WHIRLWIND CHASSIS
1 x WHIRLWIND MULTI LAUNCHER
1 x WHIRLWIND SIDES



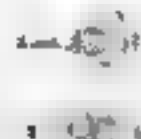
WHIRLWIND



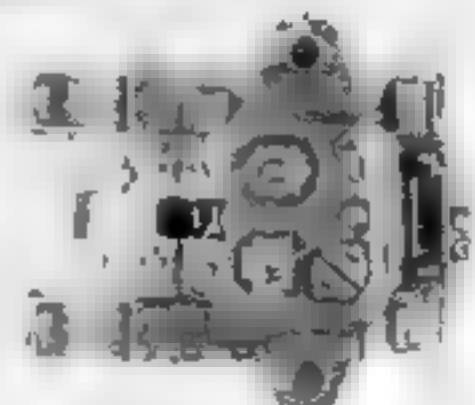
BANE BLADE CHASSIS
076054/1



BANE BLADE TURRET
076054/3



SPONSON
TURRETS 1
076054/2



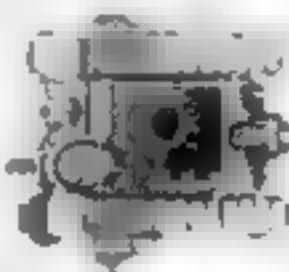
SHADOWSWORD CHASSIS
076054/4



VOLCANO CANNON
076054/5



SPONSON TURRETS 2
076054/6



LEMAN RUSS CHASSIS
076041/7



LEMAN RUSS TURRET
076041/8

PREDATOR TURRET
076041/4



PREDATOR
LEFT SIDE
076041/2



PREDATOR CHASSIS
076041/1



LAS-CANNON
SPONSON'S
076041/5



PREDATOR
RIGHT SIDE
076041/3



WHIRLWIND CHASSIS
076066/9



WHIRLWIND
MULTI LAUNCHER
076066/10



WHIRLWIND
SIDES
076066/8



DEPLOYED
DROP POD



DROP POD
076078/1



DEPLOYED DROP
POD SHELL
076078/2



ASSAULT POD
CARGO
076078/4



SUPPORT POD
CARGO
076078/3



DEATHWIND
CARGO
076078/5

THE COMPLETE DEPLOYED DROP POD CONSISTS OF:
1 x DEPLOYED DROP POD SHELL
1 x CARGO
PLEASE STATE WHICH CARGO YOU REQUIRE

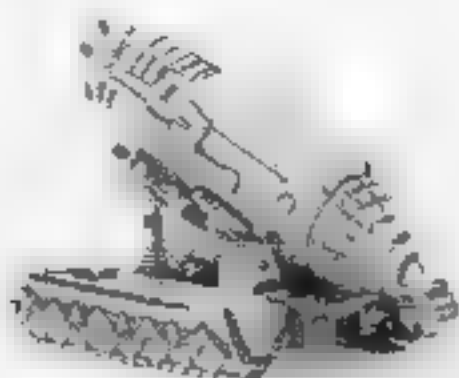
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MINIATURES

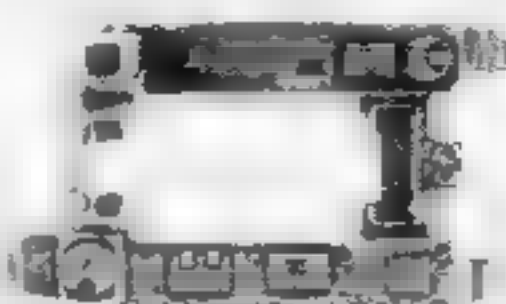
Designed by the Citadel Design Team with Colin Dixon

IMPERIAL TANKS & WAR MACHINES



IMPERIAL
MOLE

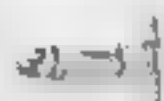
THE COMPLETE IMPERIAL MOLE CONSISTS OF
1 x IMPERIAL MOLE TRANSPORTER
1 x MOLE
1 x HYDRAULIC PISTON
1 x LIFTING PLATFORM



IMPERIAL MOLE
TRANSPORTER
076078/9



MOLE
076078/10



HYDRAULIC
PISTON
076078/11

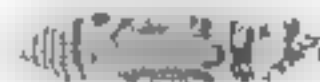


LIFTING
PLATFORM
076078/12

THE COMPLETE IMPERIAL TERMITE CONSISTS OF
1 x TERMITE TRANSPORTER
1 x TERMITE



TERMITE TRANSPORTER
076078/6



TERMITE
076078/7

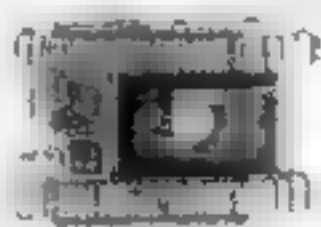


IMPERIAL
TERMITE



SURFACED
TERMITE
076078/8

THE COMPLETE MANTICORE CONSISTS OF
1 x MANTICORE BASILISK CHASSIS
1 x MANTICORE MULTI-LAUNCHER TYPE 1



MANTICORE / BASILISK
CHASSIS
076066/3



MANTICORE MULTI-LAUNCHER
TYPE 1
076066/4



BASILISK

THE COMPLETE BASILISK CONSISTS OF:
1 x MANTICORE BASILISK CHASSIS
1 x BASILISK CANNON TYPE 1

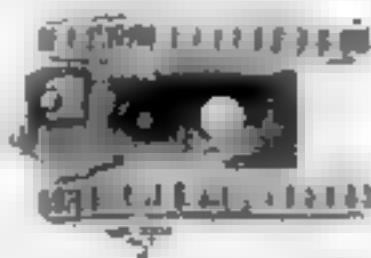


BASILISK CANNON
TYPE 1
076066/4



BOMBARD

THE COMPLETE BOMBARD CONSISTS OF
1 x BOMBARD CHASSIS
1 x SIEGE MORTAR



BOMBARD CHASSIS
076066/1



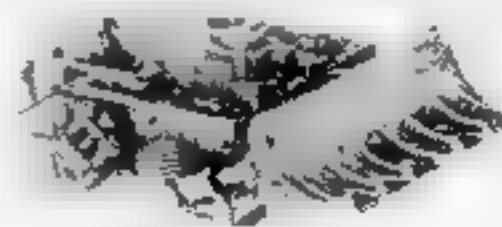
SIEGE MORTAR
076066/2



VINDICATOR Mark 2
076041/10

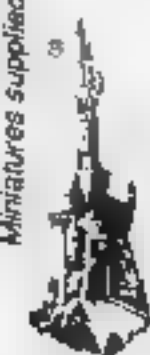


GORGON Mark 1
076041/11



GORGON Mark 2
076041/12

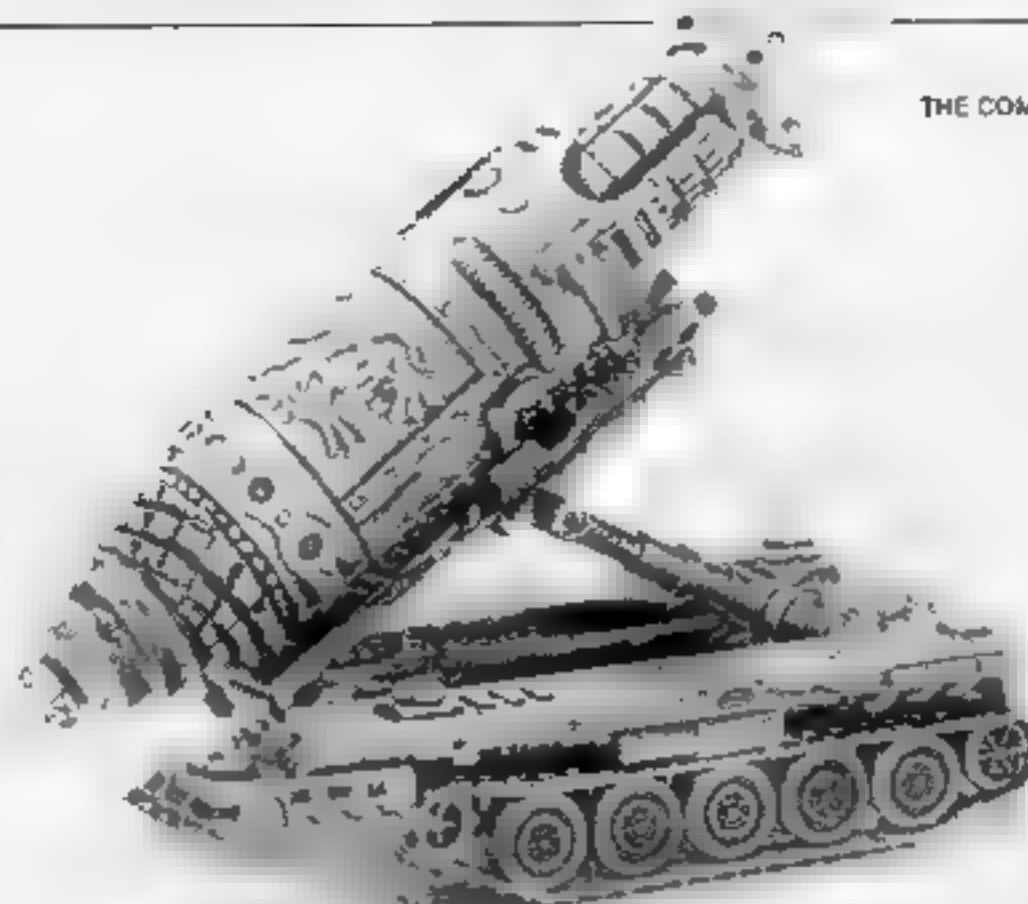
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Designed by the Citadel Design Team

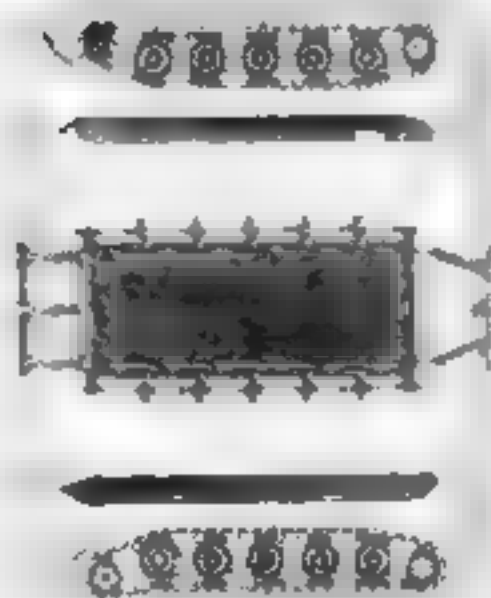
HELLBORE



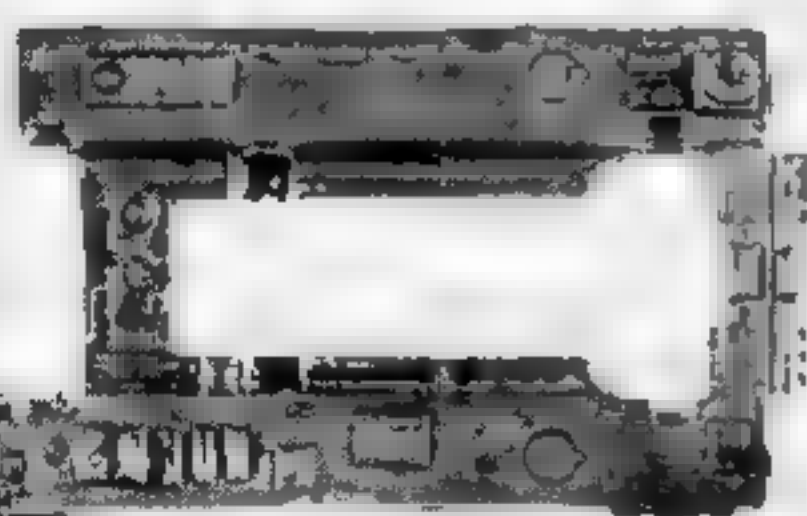
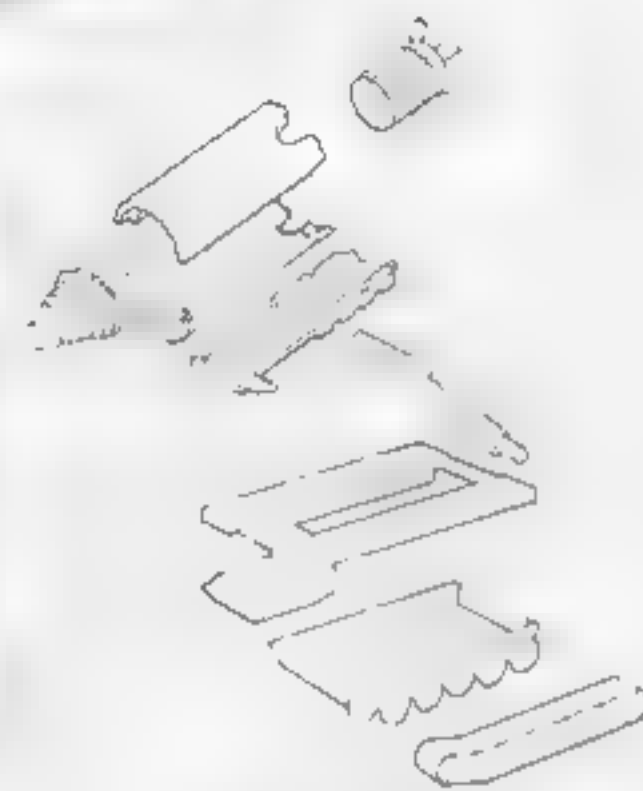
THE COMPLETE HELLBORE CONSISTS OF
 x TRANSPORTER CHASSIS
 1 x BORE HEAD
 1 x PROPULSION JET
 x BORE SIDE 1
 x BORE SIDE 2
 x LAUNCHING RAMP
 1 x HYDRAULIC PISTON
 1 x TRACK SPRUE

THIS IS AN ASSEMBLED HELLBORE

THIS MODEL WILL REQUIRE ASSEMBLY AS SHOWN IN THE EXAMPLE ON THE RIGHT



(SHOWN AT 50%)
 102543



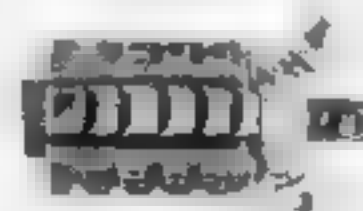
TRANSPORTER CHASSIS
 0760801



BORE HEAD
 0760806



BORE SIDE 1
 0760803



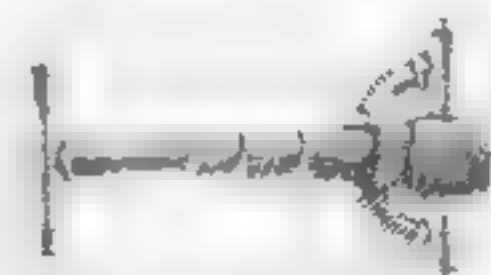
PROPULSION JET
 0760807



BORE SIDE 2
 0760804



LAUNCHING RAMP
 0760802



HYDRAULIC PISTON
 0760805



CITADEL
 MINIATURES

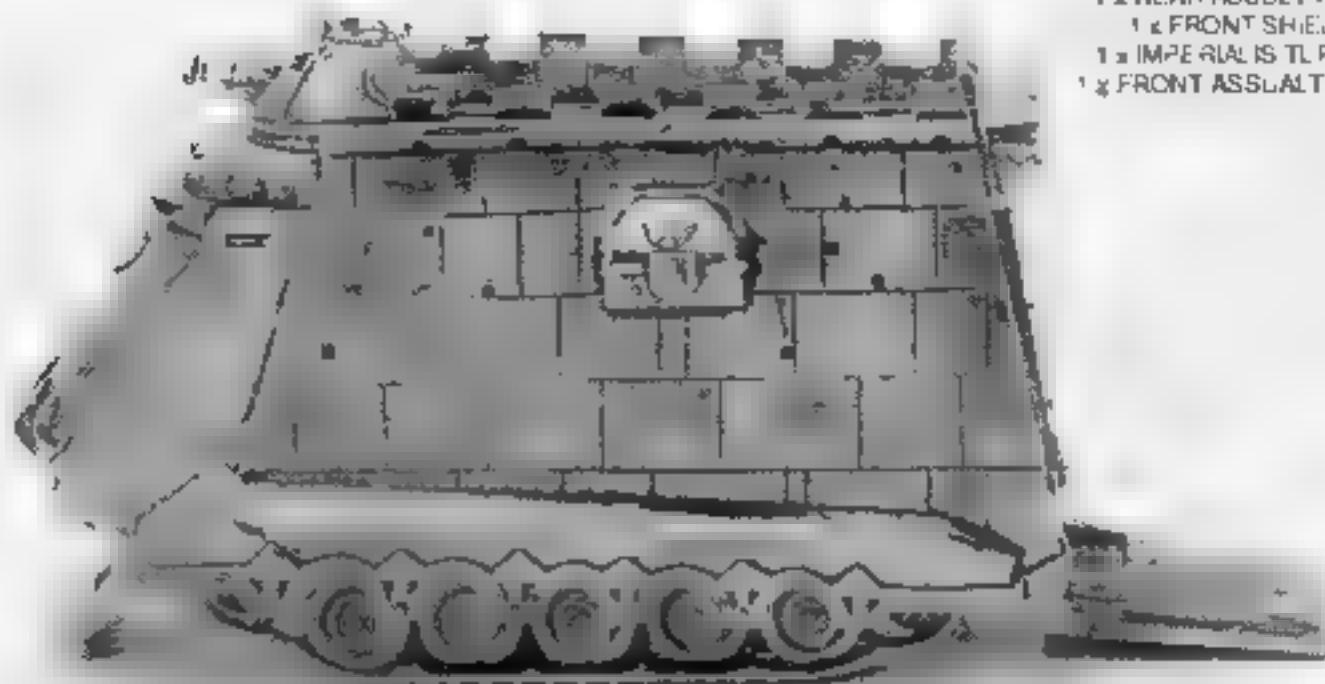
Designed by the Citadel Design Team

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CAPITOL IMPERIALIS

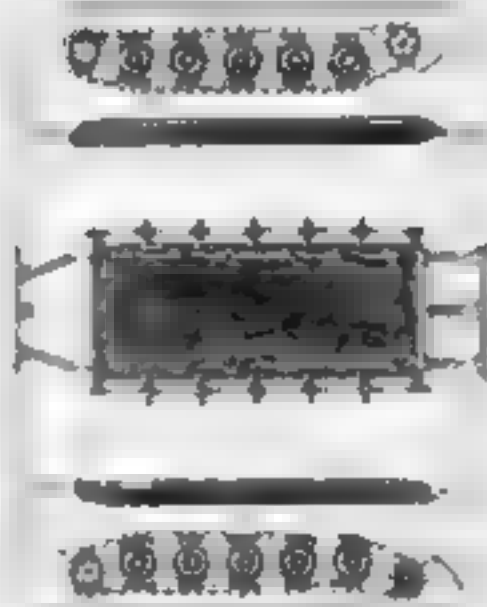
THE COMPLETE CAPITAL IMPERIALIS CONSISTS OF

- 1 x IMPERIALIS RIGHT SIDE
- 1 x IMPERIALIS LEFT SIDE
- 1 x ARMoured ROOF
- 1 x REAR ASSULT RAMP
- 1 x FRONT SHIELD
- 1 x IMPERIALIS TURRET
- 1 x FRONT ASSULT RAMP

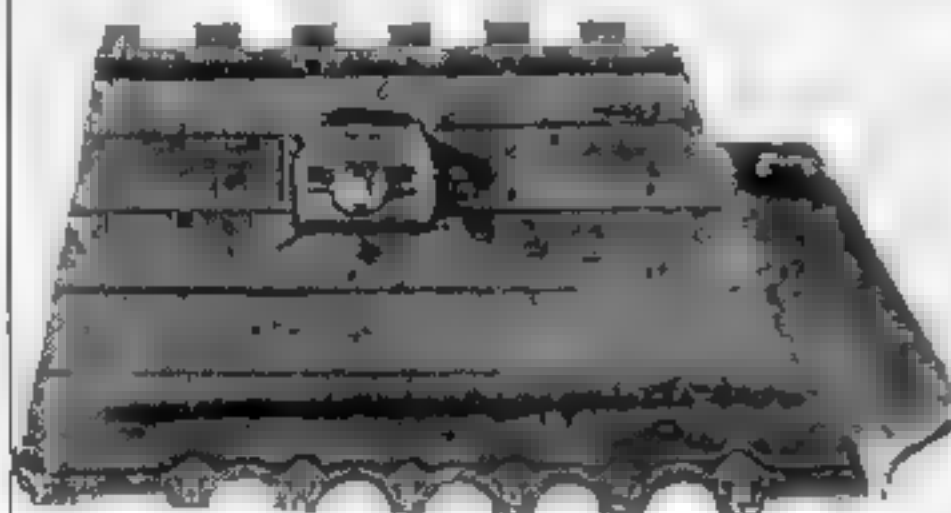
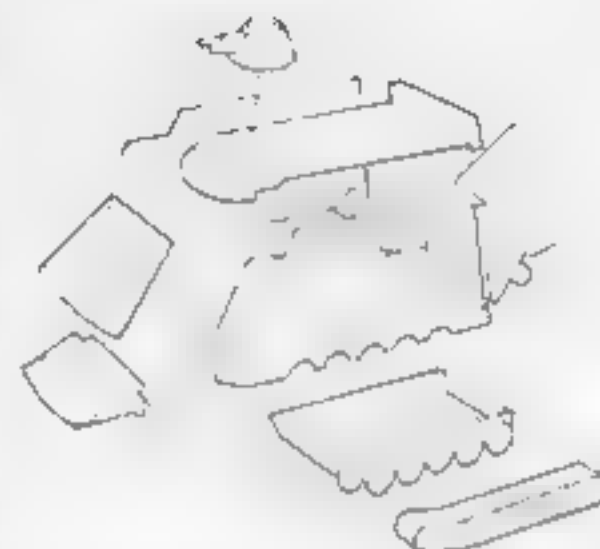


THIS IS AN ASSEMBLED
CAPITOL IMPERIALIS

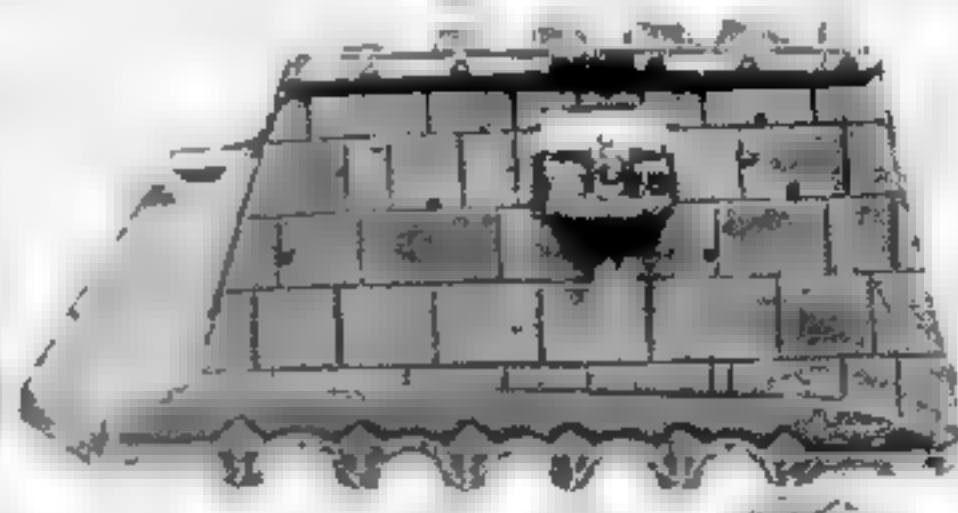
THIS MODEL WILL REQUIRE
ASSEMBLY AS SHOWN IN THE
EXAMPLE ON THE RIGHT



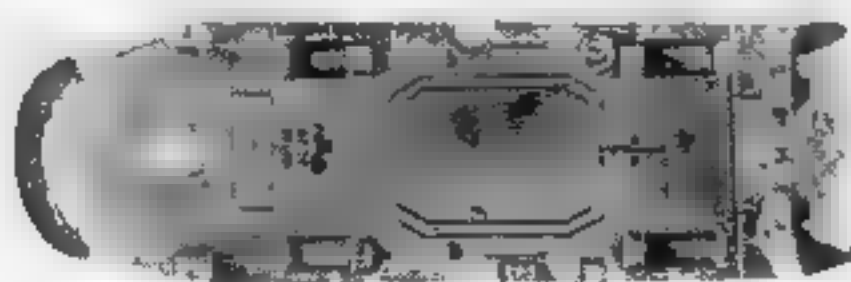
TRACKS SPRUE
(SHOWN AT 50%)
102543



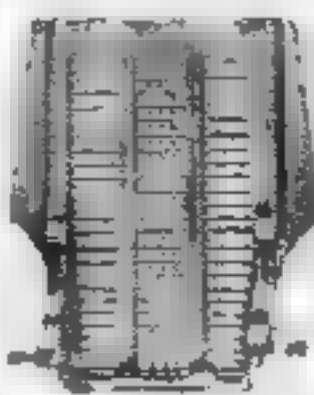
IMPERIALIS RIGHT SIDE
076080/9



IMPERIALIS LEFT SIDE
076080/8



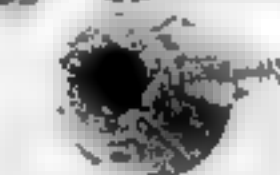
ARMoured ROOF
076080/10



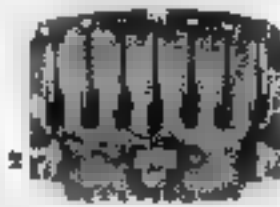
REAR ASSULT RAMP
076080/11



FRONT SHIELD
076080/12



IMPERIALIS TURRET
076080/14

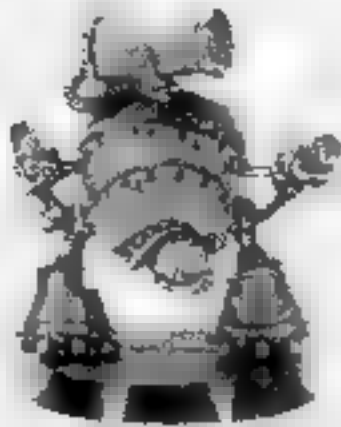


FRONT ASSULT RAMP
076080/13

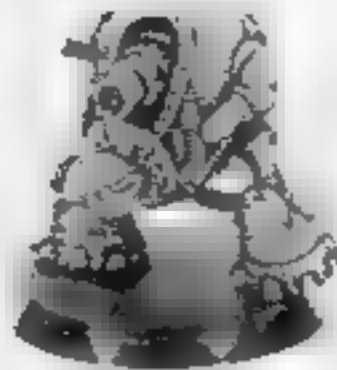


IMPERIAL KNIGHTS

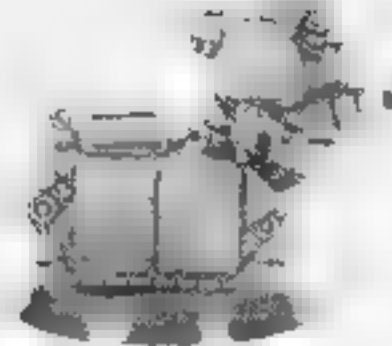
WARDENS



WARDEN 1
0761007

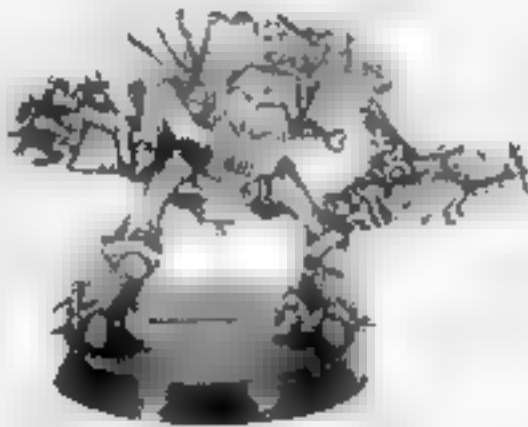


WARDEN 2
0761008

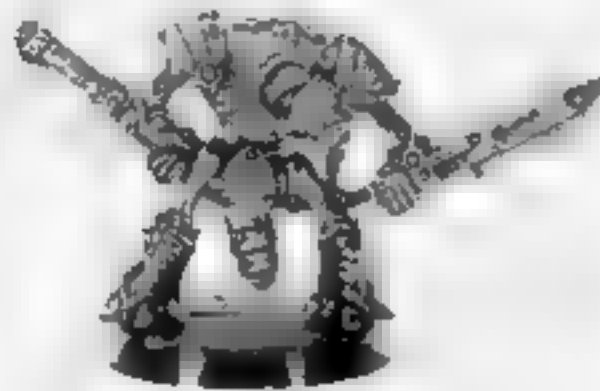


WARDEN 3
0761009

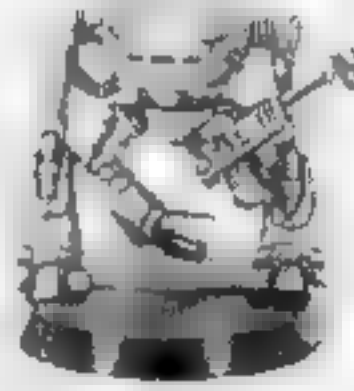
PALADINS



PALADIN 1
0761002



PALADIN 2
0761001



PALADIN 3
0761003

LANCERS



LANCER 1
0761005



LANCER 2
0761006



LANCER 3
0761004

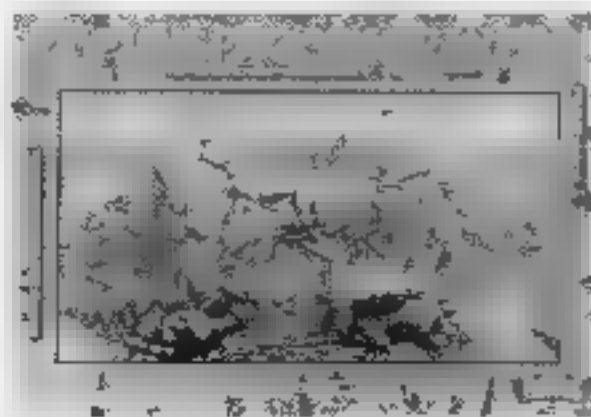
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MINIATURES

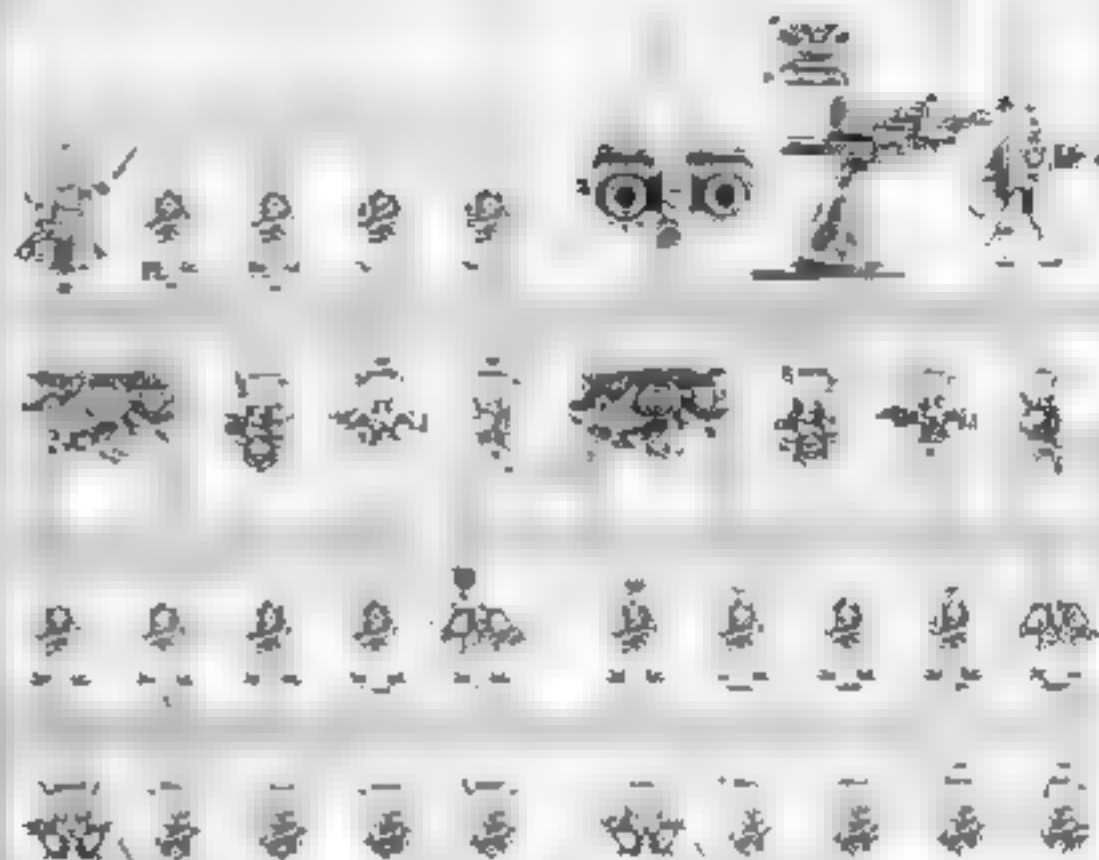
Designed by Jes Goodwin

EPIC IMPERIAL



This box set contains 10 of the highly detailed plastic sprues as shown on the right

EPIC SPACE MARINE SPRUES
Each sprue contains the following
1 Robot, 2 Marine captains, 2 Marines with heavy weapons, 1 Marine commander, 20 Marines in mark 7 armour, 2 Marines in terminator armour, 4 Marines with jump packs, 2 Marine Bikers, 1 Landspeeder.



EPIC SPACE MARINES SPRUE
125084



EPIC IMPERIAL GUARD
This box set contains 10 of the highly detailed plastic sprues as shown on the right

EPIC IMPERIAL GUARD SPRUES
Each sprue contains the following
16 Imperial guardmen, 4 Assault troops with jump packs, 1 Imperial guard gunner, 1 Imperial commissar, 2 Retling snipers, infantry, 3 Beastmen, 1 Heavy weapon guardman, 1 Imperial guard officer, 1 Sentinel walker, 1 Robot, 1 Ogryn trooper, 2 Rough riders, 2 Imperial Guard Bikers.



EPIC IMPERIAL GUARD SPRUE

ROBOTS



COLOSSUS
076078/17



CATAPHRACT
076078/21



CRUSADER
076078/18



COMQUE ROH
076078/20



CASTELLAN
076078/19

DREADNOUGHTS



CONTEMPTOR CLASS
WITH BANNER
076078/15



FURIBUNDUS CLASS
076078/16



CONTEMPTOR CLASS
076078/14



DEREDEO CLASS
076078/13

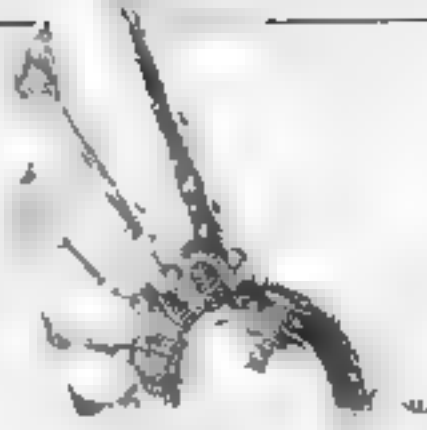
Designed by

Alan Perry



CITADEL
MINIATURES

ELDAR TITANS



LAS CANNON WING
076404/2



FARSEER HEAD
076404/14



MULTI LAUNCHER WING
076404/3



HEAD 1
076404/12

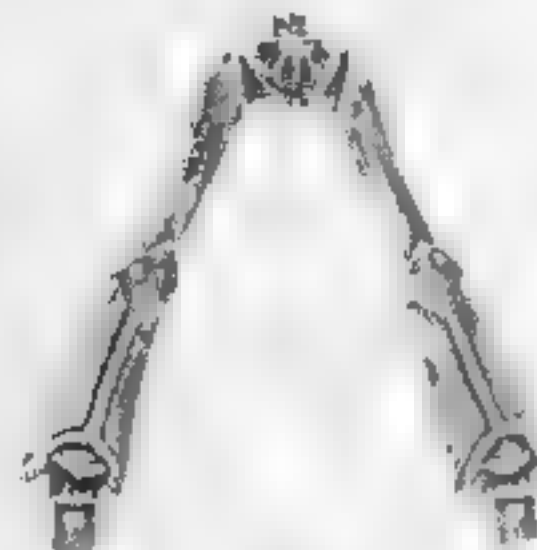


HEAD 2
076404/8

EACH COMPLETE ELDAR TITAN CONSISTS OF

- 2 x WINGS
- 1 x LEGS
- 1 x TORSO
- 1 x HEAD
- 2 x FEET
- 2 x SHOULDERS
- 2 x WEAPONS

PLEASE STATE WHICH ITEMS YOU REQUIRE WHEN YOU ORDER



LEGS
076404/1



FOOT
076404/7



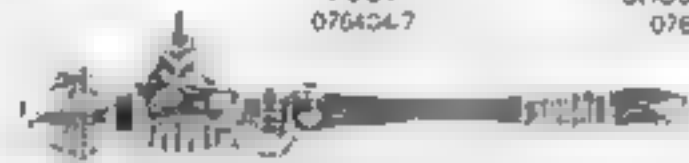
SHOULDER 1
076404/5



TORSO
076404/4



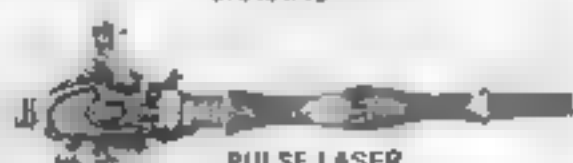
SHOULDER 2
076404/6



HEAT LANCE
076404/16



PSY CANNON
076404/15



PULSE LASER
076404/9



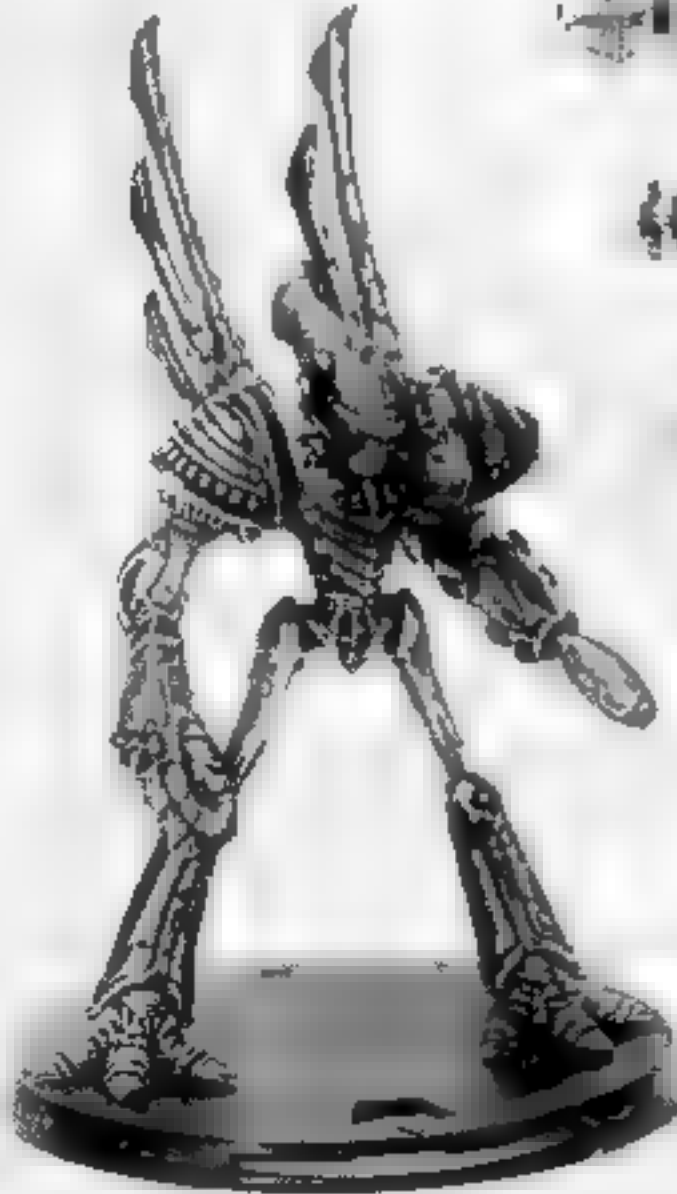
D-CANNON
076404/10



V-CANNON
076404/13



POWER FIST
076404/11



EXAMPLE OF THE COMPLETE ELDAR TITAN



EXAMPLE OF THE COMPLETE ELDAR TITAN

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CYLINDER MINIATURES

Designed by Jes Goodwin

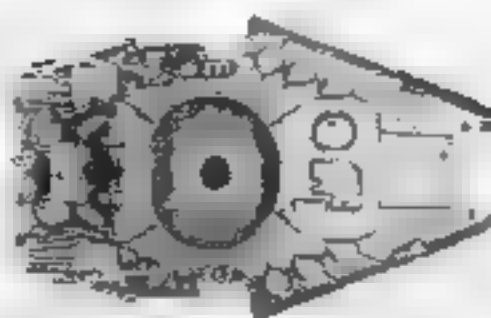
EPIC ELДАР

Designed by Jes Goodwin

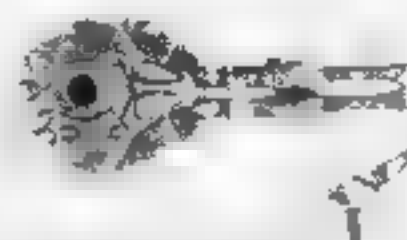
TEMPEST GRAV TANK



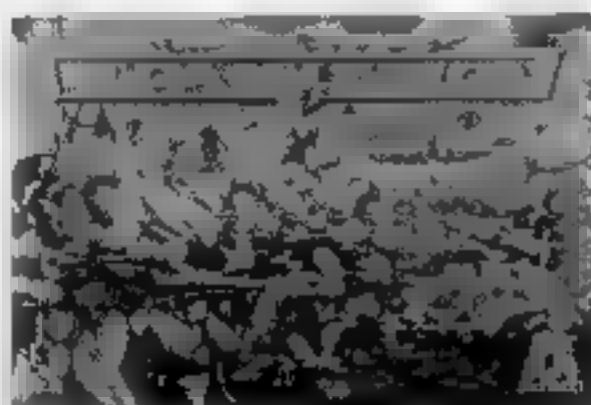
THE COMPLETE TEMPEST CONSISTS OF
1 x TEMPEST CHASSIS
x TEMPEST LASER AND SHURIKEN
CANNON TURRETS



TEMPEST CHASSIS
076429-1



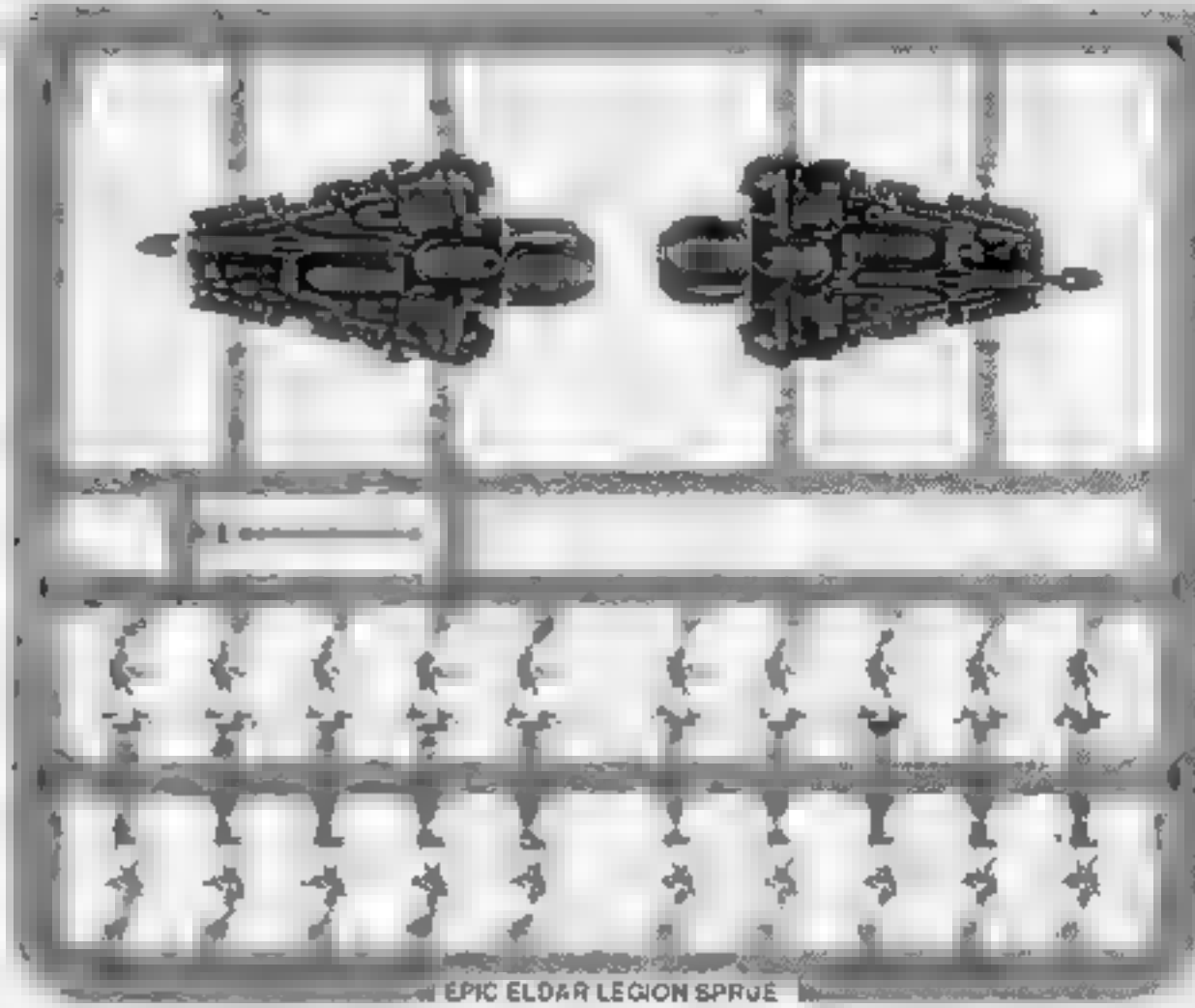
TEMPEST LASER AND SHURIKEN
CANNON TURRETS
076429-2



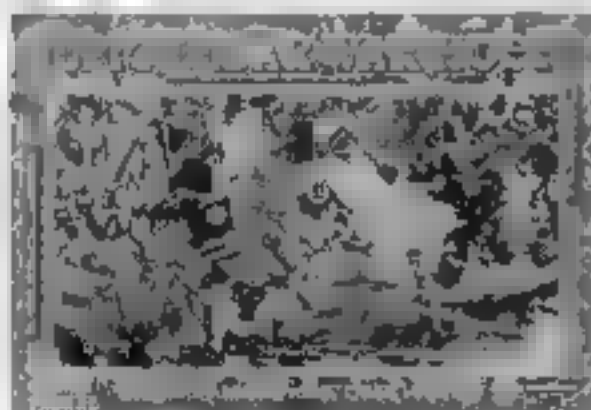
EPIC ELДАР LEGION

This box set contains 8 of the
highly detailed sprues as
shown on the right

EPIC ELДАР LEGION SPRUES
Each sprue contains the following
2 Falcon grav-tanks and 20 Eldar Infantry



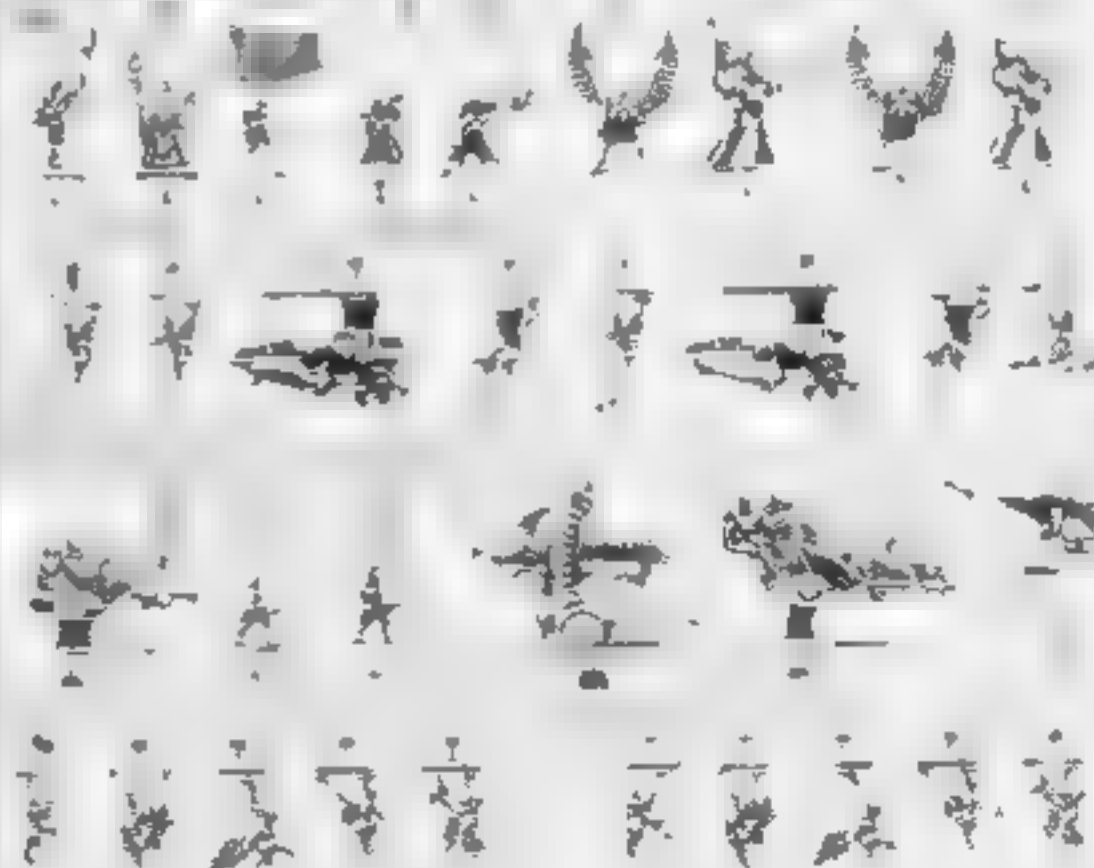
EPIC ELДАР LEGION SPRUE
132342



EPIC ELДАР WAR HOST

This box set contains 10 of the
highly detailed sprues as shown
on the right

EPIC ELДАР WAR HOST SPRUES
Each sprue contains the following
2 Harlequins, 2 Striking scorpions, 2 Wraithguard,
1 Warlock, 1 Assault jet bike, 5 Guardians, 2 Scouts,
2 Swooping hawks, 1 Guardian artillery crew,
1 Grav-mount vibro-cannon, 2 Exarches, 1 Howling
banisher, 2 Guardians with heavy weapons,
3 Jetbikes, 2 Fire dragons, 2 Dark respers,
2 Dire avengers, 1 Guardian standard bearer
and 1 Grav-mount artillery



EPIC ELДАР WAR HOST
102461



KEVIN WALKER

ELDAR KNIGHTS



FIRE GALE 1
076470/1



BRIGHT STALLION 1
076470/8



TOWERING DESTROYER 1
076470/3



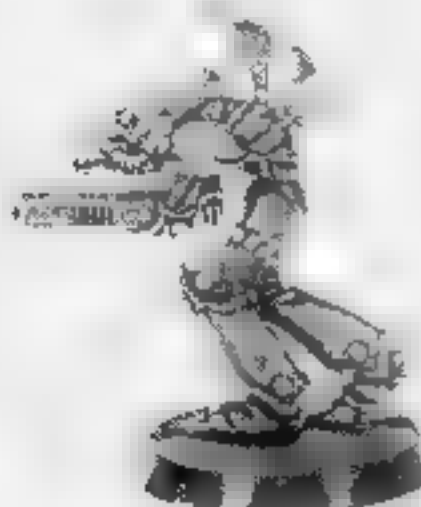
FIRE GALE 2
076470/2



BRIGHT STALLION 2
076470/5



TOWERING DESTROYER 2
076470/9



FIRE GALE 3
076470/4



FIRE GALE 4
076470/6

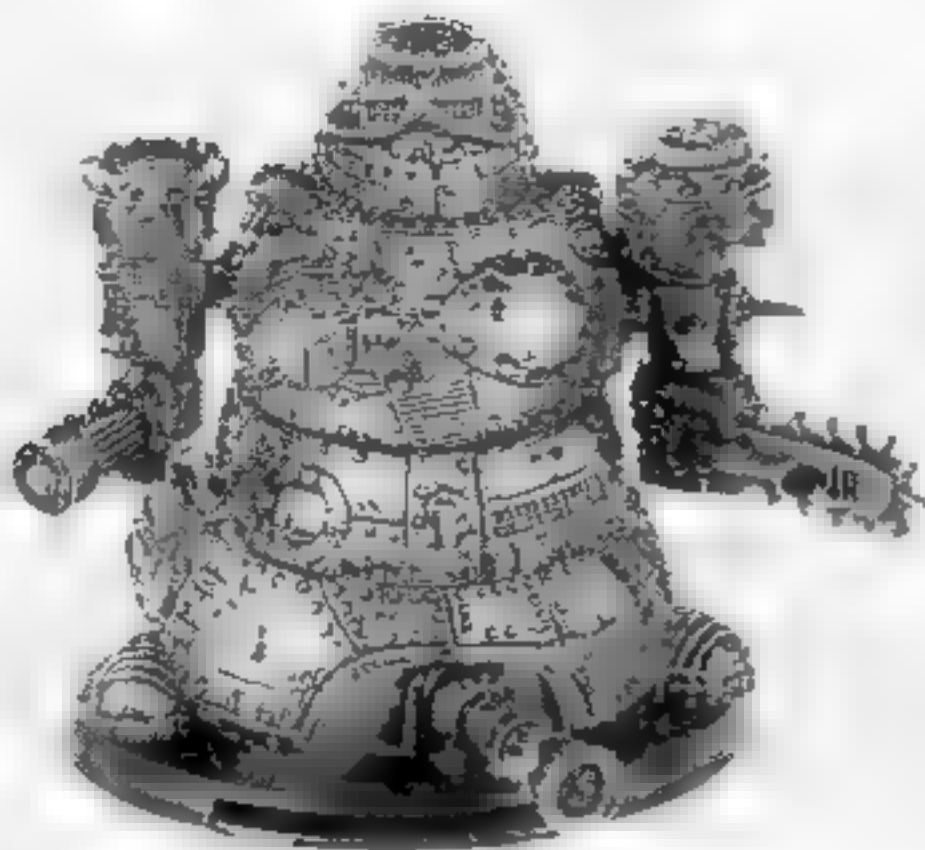


FIRE GALE 5
076470/7

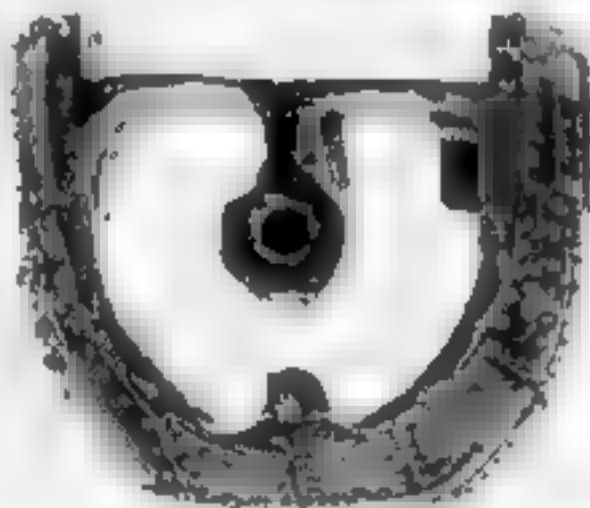
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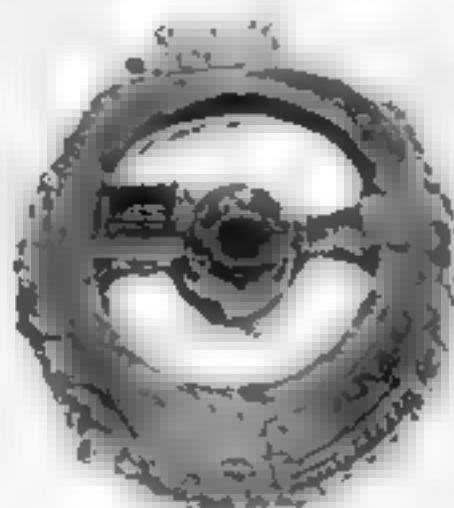
ORK GREAT GARGANT



THE COMPLETE ORK
GREAT GARGANT
CONSISTS OF
1x BODY SECTION
1x BODY SECTION 2
1x BODY SECTION 3
1x STOKER'S PLATFORM
1x FURNACE DOORS
1x BALCONY
2x FEET
1x HEAD
2x WEAPON MOUNTS
PLUS
2x ARM WEAPONS
(RIPPER FIST OR GATLING CANNON)
1x BELLY MOUNTED GUN
(GUT BUSTER OR SNAPPER)
2x SHOULDER MOUNTED TURRETS
(SCORCHER OR BATTLE CANNON
OR OBSERVATION TURRET)
PLUS
1x HEAD TURRET IF
MORK HEAD IS CHOSEN
(SCORCHER OR BATTLE CANNON
OR OBSERVATION TURRET)
PLEASE STATE WHICH ITEMS
YOU REQUIRE WHEN ORDERING



BODY SECTION 1
076208/6



BODY SECTION 2
076208/5



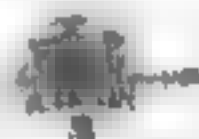
BODY SECTION 3
076208/4



FOOT
076208/10



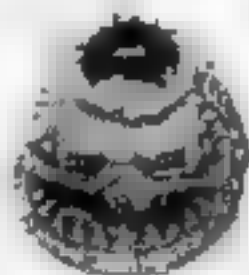
BATTLE CANNON TURRET
076208/16



SCORCHER CANNON
076208/14



BATTLE CANNON HEAD
076208/2



GORK HEAD
076208/1



MORK HEAD
076208/3



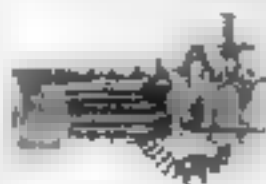
OBSERVATION
TURRET
076208/13



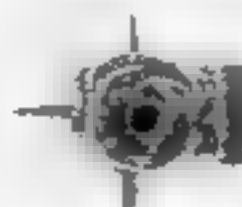
STOKERS PLATFORM
076208/8



RIPPER FIST
076208/18



GATLING CANNON
076208/15



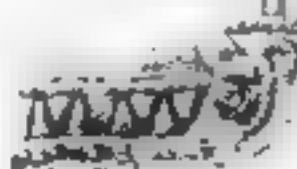
WEAPON MOUNT 1
076208/1



FURNACE DOORS
076208/7



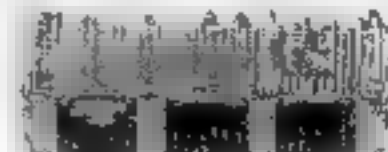
GUT BUSTER
076208/17



SNAPPER
076208/19



WEAPON MOUNT 2
076208/12



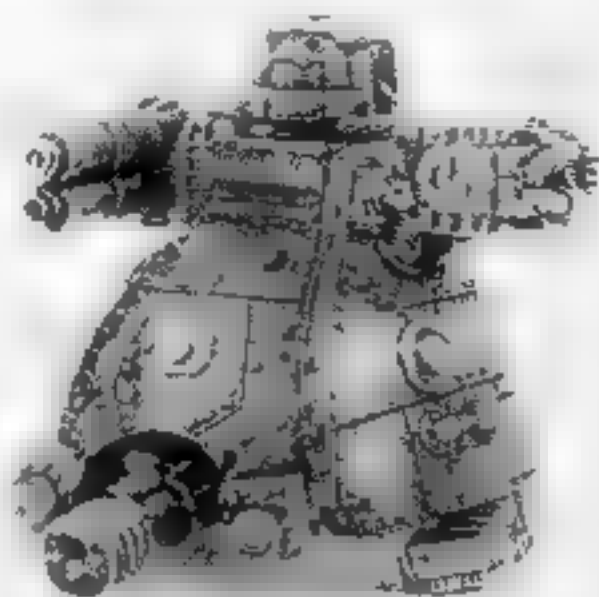
BALCONY
076208/9



CITADEL
MINIATURES

Designed by Kev Adams

SLASHA GARGANT



EXAMPLE OF THE COMPLETED SLASHA GARGANT

THE COMPLETE SLASHA GARGANT CONSISTS OF
 1 x FRONT
 1 x BACK
 1 x RIGHT SIDE
 1 x LEFT SIDE
 1 x HEAD
 1 x BELLY GUN
 2 x WEAPONS
 PLEASE STATE WHICH ITEMS YOU
 REQUIRE WHEN ORDERING



RIPPER FIST
 0762 1/8



BATTLE CANNONS
 0762 1/7



HEAD 1
 0762 1/5



BELLY GUN
 0762 1/9



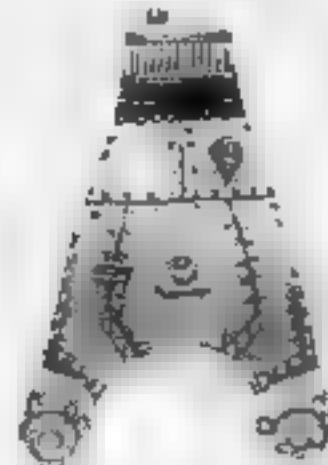
DEATH CANNON
 0762 1/10



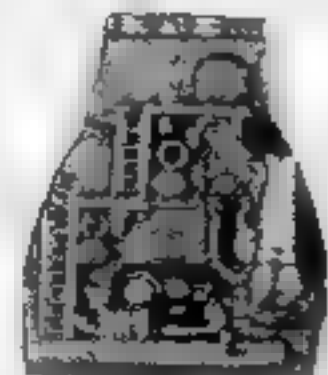
CLUSTER BUSTER
 0762 1/11



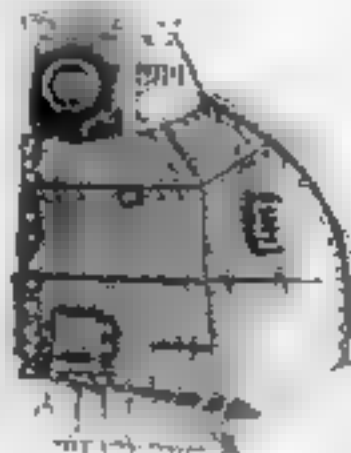
HEAD 2
 0762 1/9



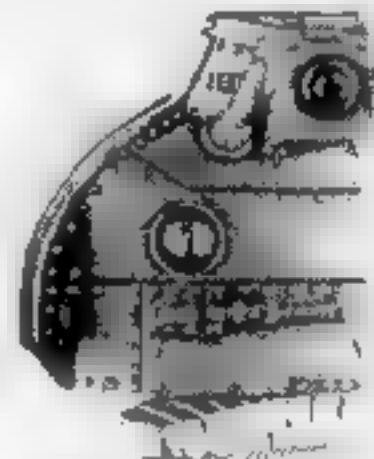
FRONT
 0762 1/4



BACK
 0762 1/3



RIGHT SIDE
 0762 1/2



LEFT SIDE
 0762 1/1

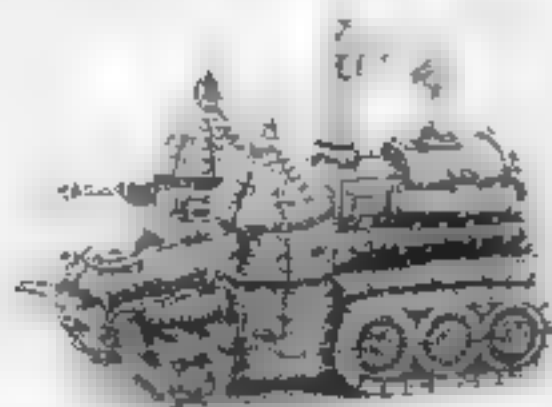
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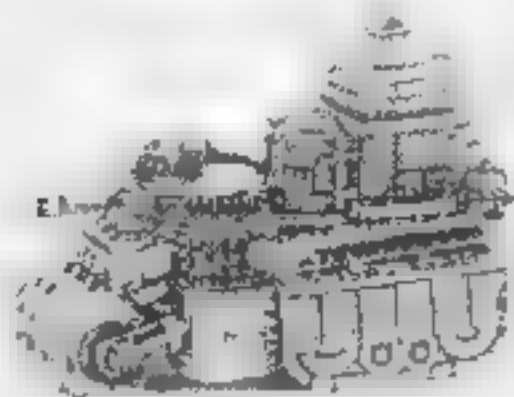
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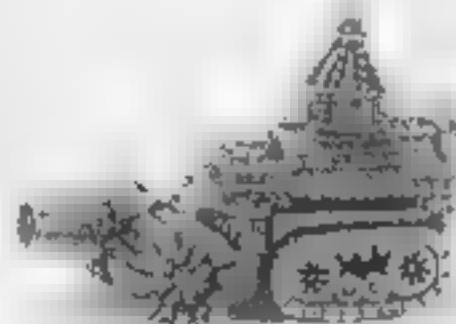
ORK WAR MACHINES



SKULL HAMMA



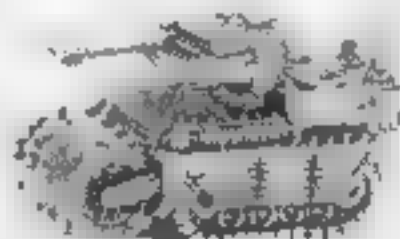
GIBLET GRINDA



BRAIN CRUSHA



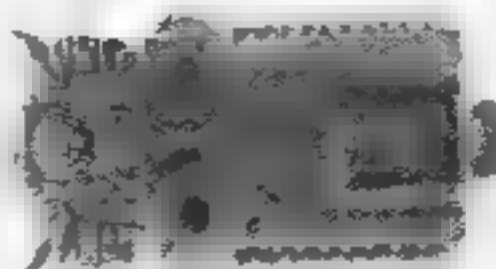
GUT RIPPA



BONE CRUNCHA



BOWEL BURNA



SKULL HAMMA
CHASSIS
076247.1

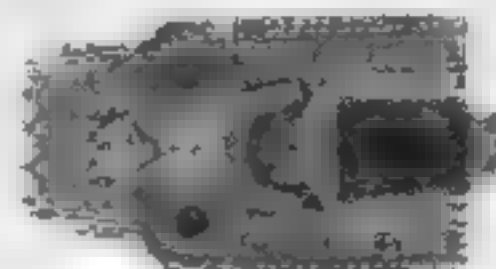
THE COMPLETE SKULL HAMMA CONSISTS OF
1 x SKULL HAMMA CHASSIS
1 x BOILER
2 x SKULL HAMMA TURRETS



BOILER
076247/2



SKULL HAMMA
TURRET
076247/3



CHASSIS
076247.4

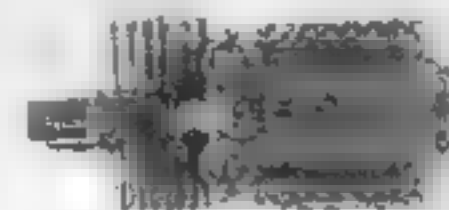
THE COMPLETE GIBLET GRINDA CONSISTS OF
1 x GIBLET GRINDA CHASSIS
2 x GIBLET GRINDA TURRETS
1 x GIBLET GRINDA OBSERVATION TOWER



GIBLET GRINDA
TURRET
076247/8



GIBLET GRINDA
OBSERVATION TOWER
076247/5

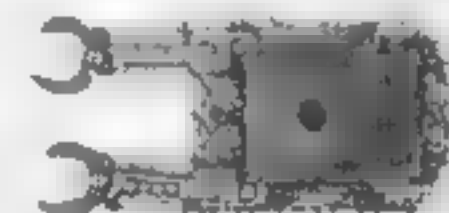


BRAIN CRUSHA
CHASSIS
076250.7

THE COMPLETE BRAIN CRUSHA CONSISTS OF
1 x BRAIN CRUSHA CHASSIS
1 x OBSERVATION TOWER



OBSERVATION
TOWER
076250/8



GUT RIPPA
CHASSIS
076250.2

THE COMPLETE GUT RIPPA CONSISTS OF
1 x GUT RIPPA CHASSIS
1 x GUT RIPPA TURRET



GUT RIPPA
TURRET
076250/3

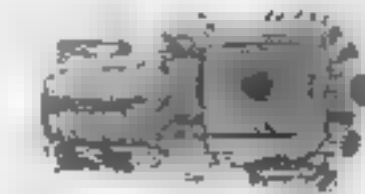


BONE CRUNCHA
CHASSIS
076250.4

THE COMPLETE BONE CRUNCHA CONSISTS OF
1 x BONE CRUNCHA CHASSIS
1 x DUAL AUTO CANNON TURRET



DUAL AUTO
CANNON TURRET
076250.5



BOWEL BURNA
CHASSIS
076250.9

THE COMPLETE BOWEL BURNA CONSISTS OF:
1 x BOWEL BURNA CHASSIS
1 x BOWEL BURNA TURRET



BOWEL BURNA
TURRET
076250.0

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CITADEL
MINIATURES

Designed by Kev Adams

EPIC ORKS

Designed by Kev Adams



SPLEEN RIPPER
076250/12



GOBSMASHER
076250/11

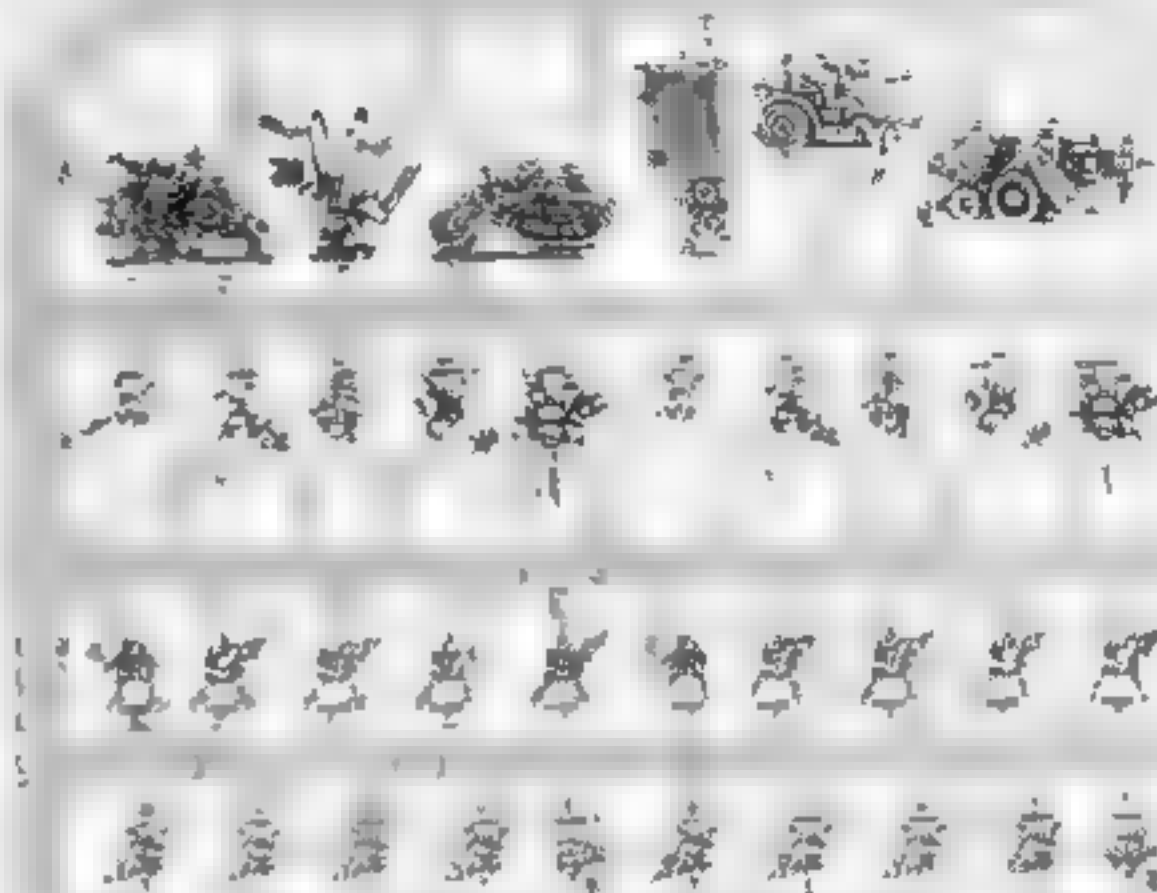


LING BURST
076250



EPIC ORK INVASION
This box set contains 10
of the highly detailed
plastic sprues as shown
on the right

EPIC ORK INVASION SPRUES
Each sprue contains
1 Bearboy, 1 Standard bearer,
1 War buggy, 1 Warboss, 1 Warbike,
2 Stormboyz, 2 Wildboyz, 1 Tractor
Beam, 2 Medboyz, 10 Ork boyz,
2 Gertchin, 2 Nobz and 4 Orks with
Heavy weapons.



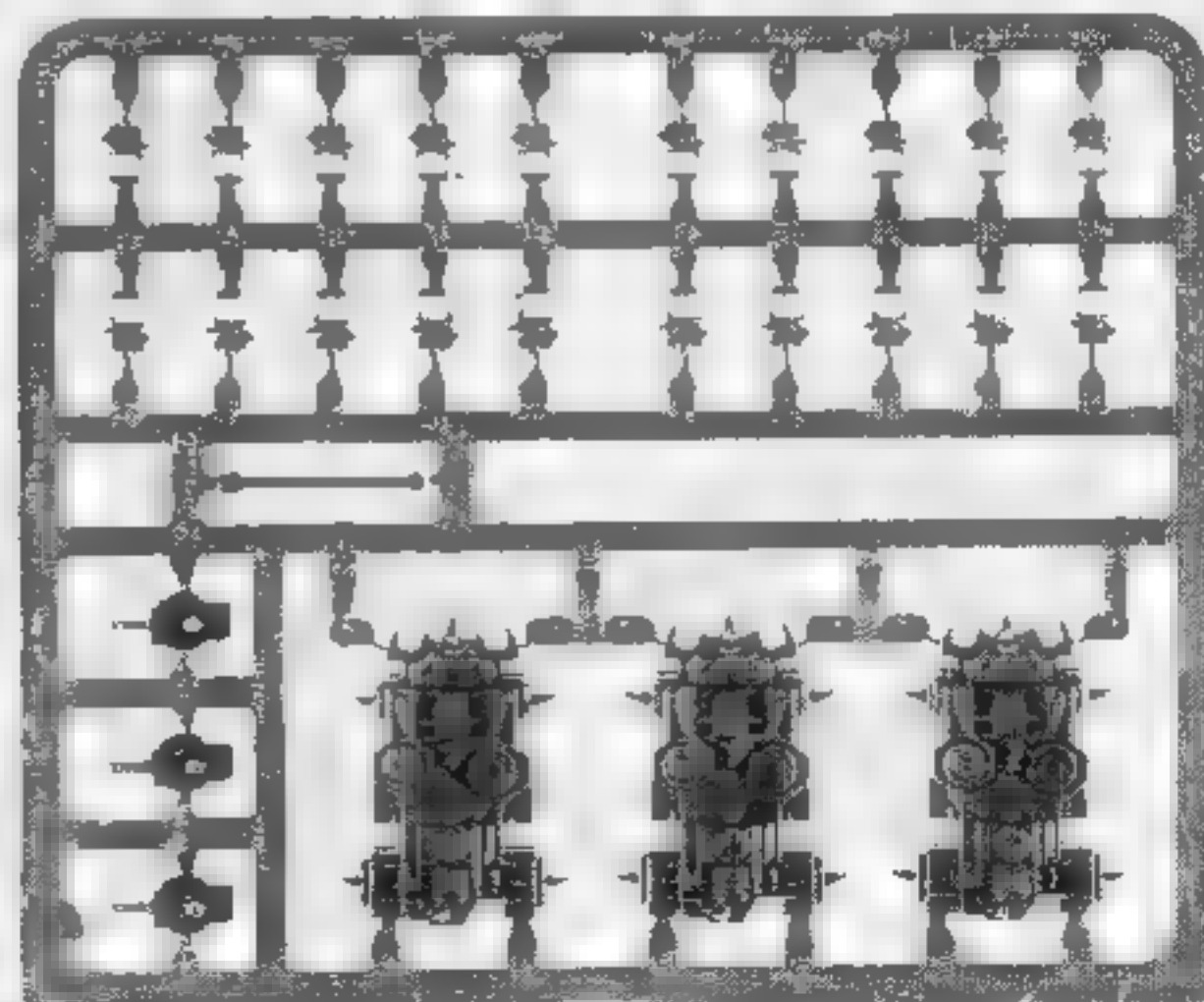
EPIC ORK INVASION SPRUE
103029



ORK HORDE
This box set contains 8
of the highly detailed
plastic sprues as shown
on the right

ORK HORDE SPRUES
Each sprue contains
3 Battle Wagons and
20 Ork boyz.

All the sprues are complete
with plastic epic bases



ORK HORDE SPRUE
132130

EPIC DAEMONS

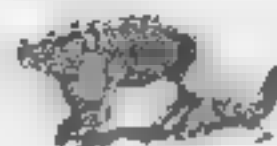
KHORNE



BLOODTHIRSTER
076501/5



BLOODLETTER
076501/6



FLESH HOUND
076501/7

SLAANESH



KEEPER OF SECRETS
076501/11



DAEMONETTE
076501/12



FIEND
076501/13

NURGLE



GREAT UNCLEAN ONE
076501/1



PLAGUE BEARER
076501/2



MURGLINGS
076501/4



BEAST
076501/3

TZEENTCH



LORD OF CHANGE
076501/8



HORROR
076501/9



FLAMER
076501/10

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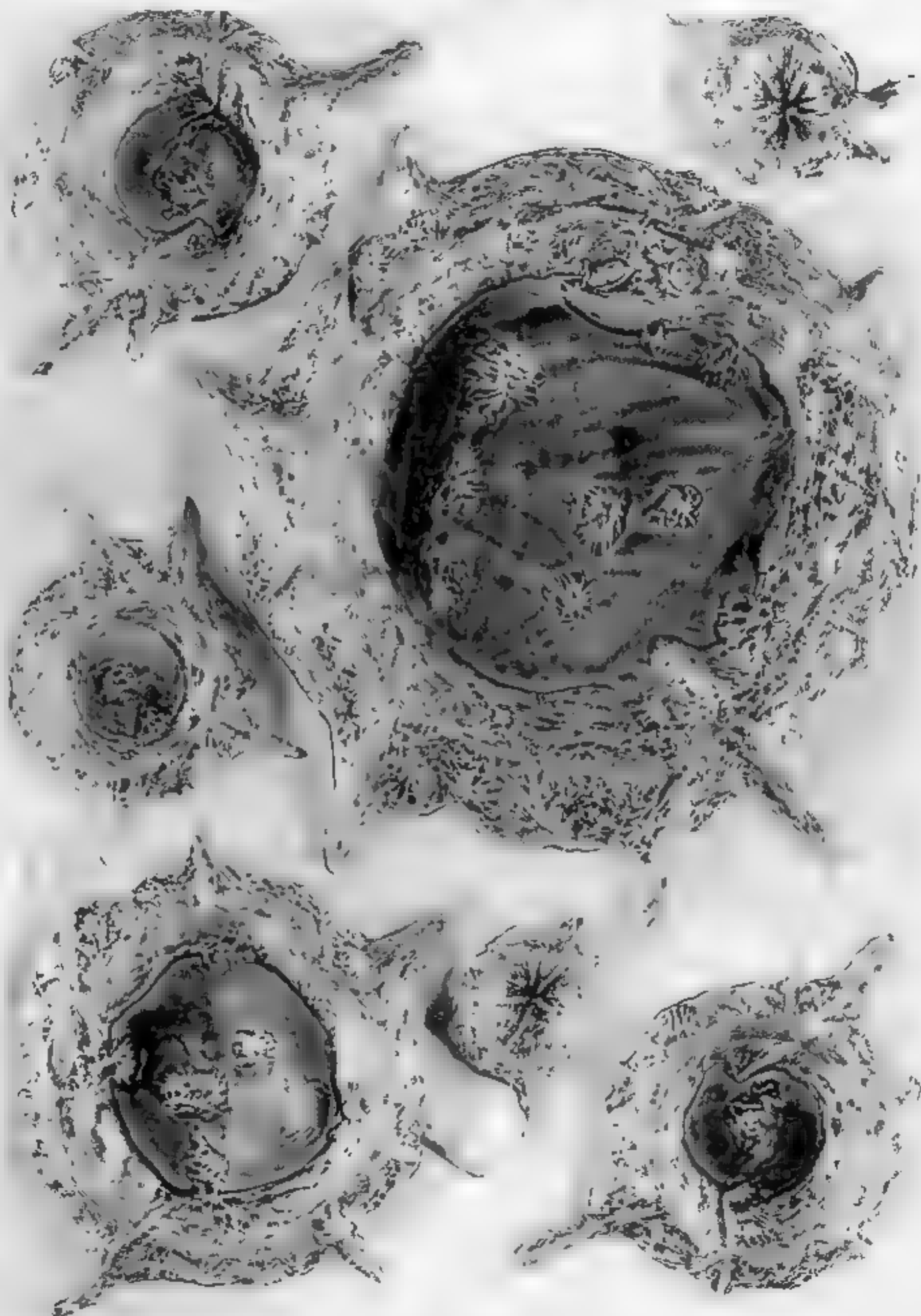


CITADEL
MINIATURES

Designed by Jes Goodwin and Colin Dixon

CRATERS

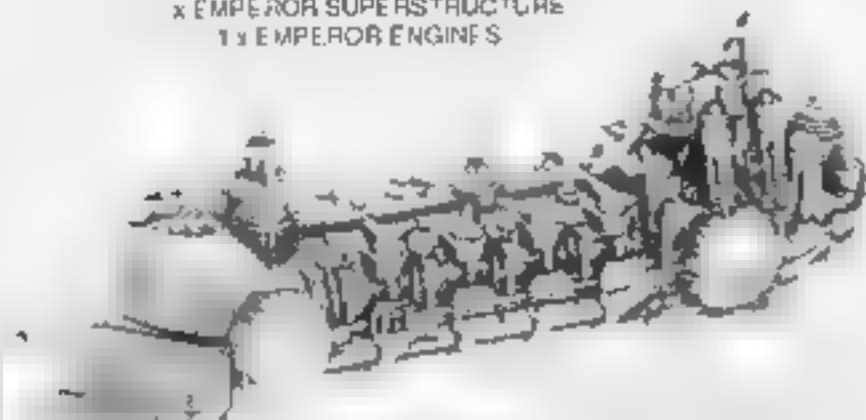
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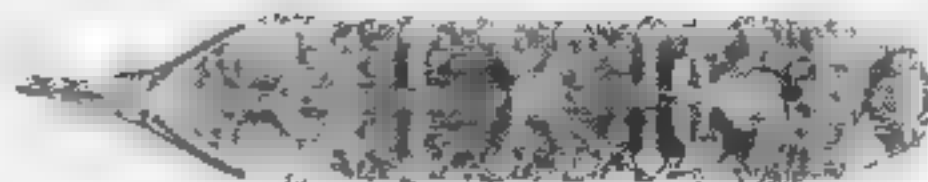
EACH SHEET OF CRATERS CONTAINS 2 HALF INCH CRATERS,
1 ONE INCH CRATER, 2 ONE AND A HALF INCH CRATER,
1 TWO INCH CRATER AND 1 THREE INCH CRATER.

SPACE FLEET

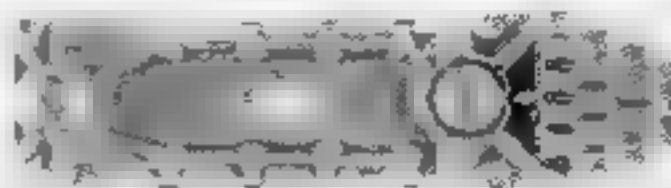
THE COMPLETE EMPEROR CAPITALSHIP CONSISTS OF:
x EMPEROR SUPERSTRUCTURE
1x EMPEROR ENGINES



EMPEROR CAPITAL SHIP



EMPEROR SUPERSTRUCTURE
077733/1

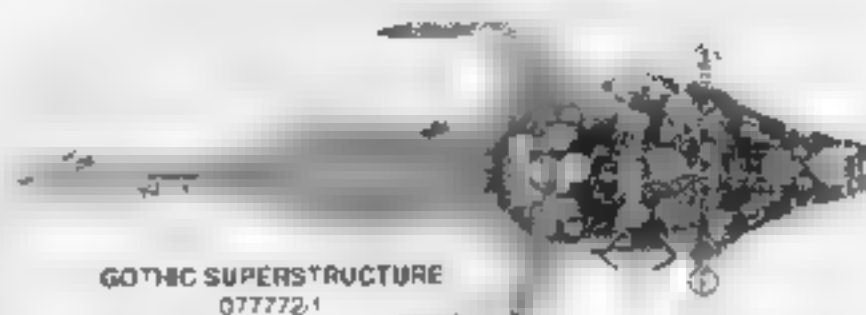


EMPEROR ENGINES
077733/2

THE COMPLETE GOTHIC BATTLESHIP CONSISTS OF:
x GOTHIC SUPERSTRUCTURE
1x GOTHIC KEEL GUN
1x GOTHIC ENGINES



GOTHIC BATTLESHIP



GOTHIC SUPERSTRUCTURE
077772/1



GOTHIC KEEL GUN
077772/3



GOTHIC ENGINES
077772/2

THE COMPLETE IRONCLAD BATTLESHIP CONSISTS OF:
x IRONCLAD HULL
x IRONCLAD SUPERSTRUCTURE



IRONCLAD BATTLESHIP



IRONCLAD HULL
077721/1



IRONCLAD SUPERSTRUCTURE
077721/1



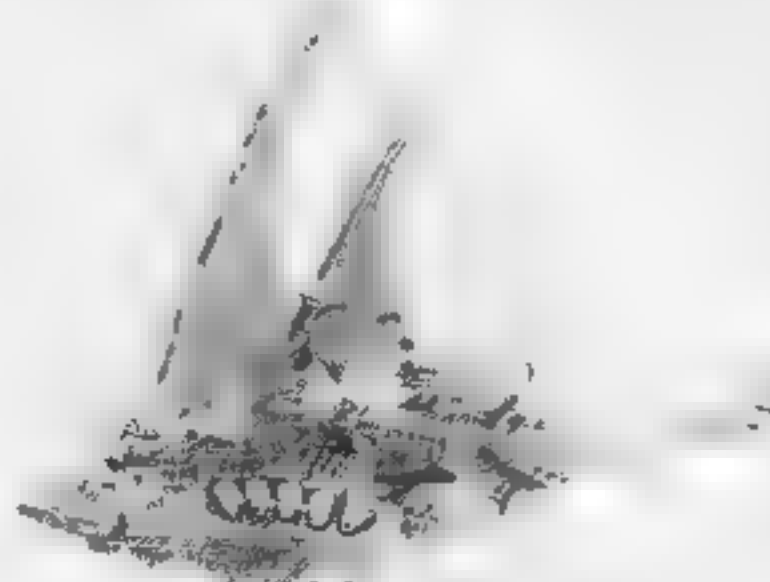
FIRESTORM CRUISER
077791



COBRA DESTROYER
077706/1



CASTELLAN SHIELD SHIP
077758/1



ELDAR WRAITHSHIP

THE COMPLETE ELDAR WRAITHSHIP CONSISTS OF:
1x WRAITHSHIP SUPERSTRUCTURE
1x WRAITHSHIP SAILS



WRAITHSHIP SUPERSTRUCTURE
077784/2



WRAITHSHIP SAILS
077784/1

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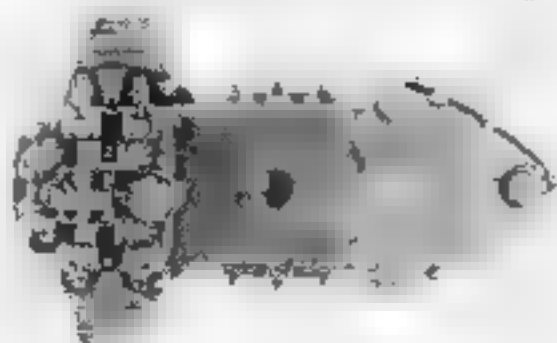


**CITADEL
MINIATURES**

Designed by Les Goodwin and Norman Swales

SPACE FLEET

THE COMPLETE ANNIHILATOR BATTLE SHIP CONSISTS OF
1x ANNIHILATOR SUPERSTRUCTURE
1x ANNIHILATOR TURRETS



ANNIHILATOR SUPERSTRUCTURE
077843/1



ANNIHILATOR CANNON TURRETS
077843/2

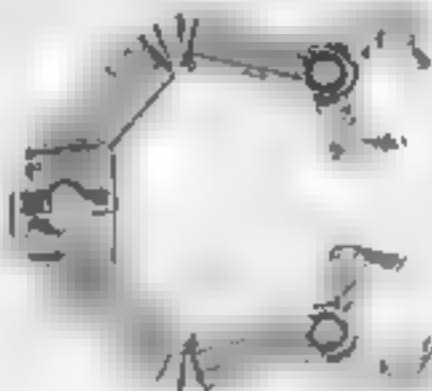


ANNIHILATOR BATTLESHIP

THE COMPLETE DICTATOR BATTLESHIP CONSISTS OF
1x DICTATOR SUPERSTRUCTURE
1x DICTATOR POWER CLAWS



DICTATOR SUPERSTRUCTURE
077829/2



DICTATOR POWER CLAWS
077829/1



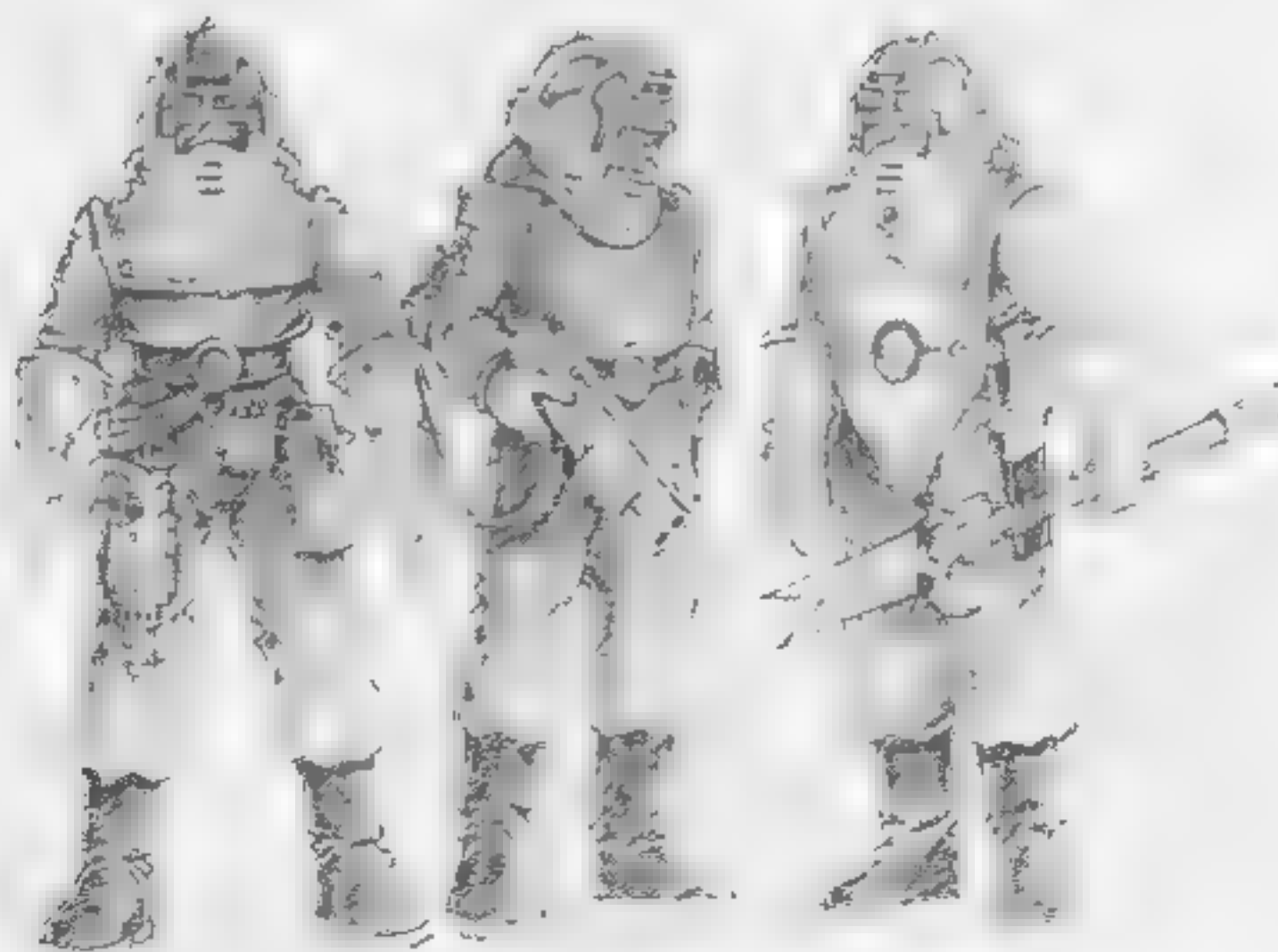
DICTATOR BATTLESHIP



THUNDERBOLT CRUISER
077831/1



STALWART ESCORT SHIP
077858



JES GOODWIN

Designed by Norman Swales

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SPACE FLEET

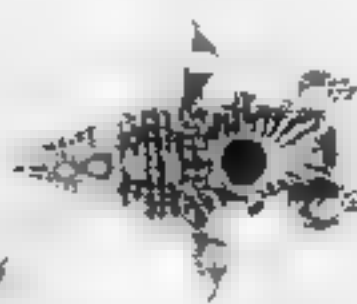


ELDAR SHADOWHUNTER

THE COMPLETE ELDAR
SHADOWHUNTER CONSISTS OF:
1 x SHADOWHUNTER SAILS
1 x SHADOWHUNTER
SUPERSTRUCTURE



SHADOWHUNTER SAILS
077817/1



**SHADOWHUNTER
SUPERSTRUCTURE**
077817/2



TYRANT BATTLESHIP

THE COMPLETE TYRANT BATTLESHIP CONSISTS OF:
1 x TYRANT SUPERSTRUCTURE
1 x TYRANT / DOMINATOR ENGINES



TYRANT SUPERSTRUCTURE
077804/2

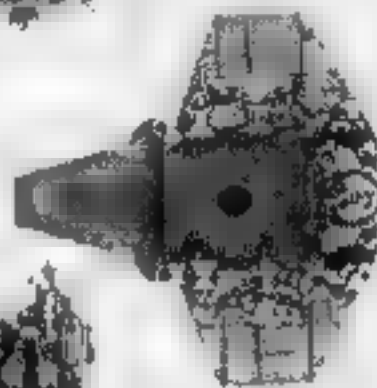


DOMINATOR BATTLESHIP

THE COMPLETE DOMINATOR BATTLESHIP CONSISTS OF:
1 x DOMINATOR SUPERSTRUCTURE
1 x TYRANT / DOMINATOR ENGINES



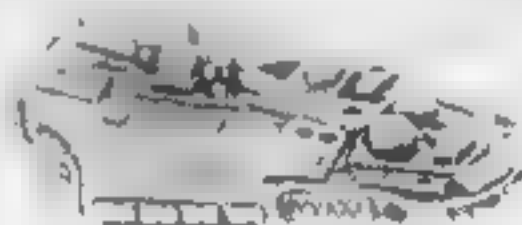
DOMINATOR SUPERSTRUCTURE
077797/2



TYRANT / DOMINATOR
077797/1

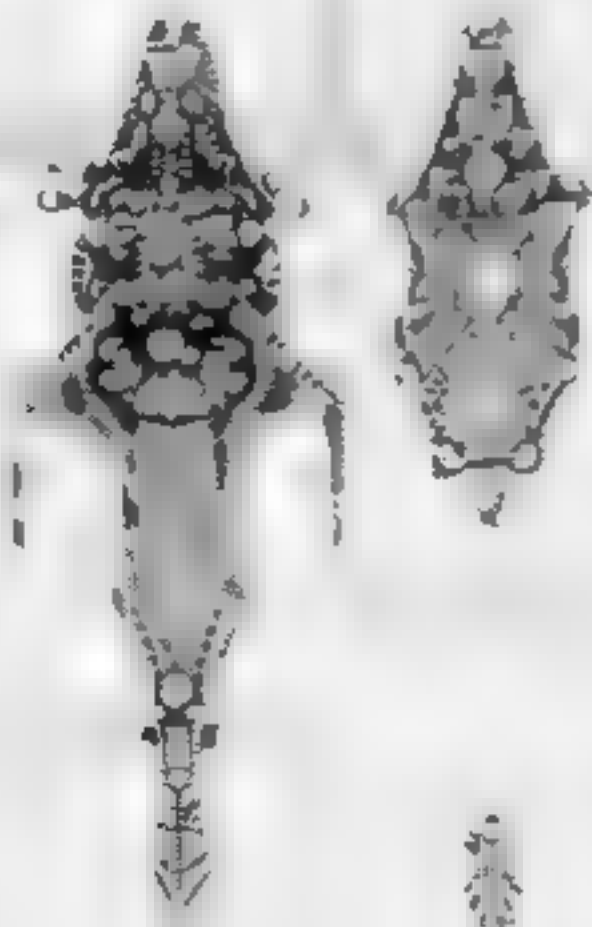


GOLIATH FACTORY SHIP
077780



GALAXY TROOP SHIP
077745/1

GOthic BATTLESHIP AND ELDAR WHATHSHIP SPRUE
125737



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WARHAMMER 40,000

WARHAMMER 40,000 RULEBOOK



There is no time for peace. No respite. No forgiveness. There is only war.

The galaxy is a hostile place. There are alien forces that would enslave or destroy mankind if they could. Wars rage over cold, airless planets, among the blasted ruins of hive worlds, and within the borders of the Imperium itself. Only the Space Marines, the finest warriors in the Imperium, can save the galaxy from destruction. Dedicated to the Emperor's service, the Space Marines are men strengthened by advanced bio-processing techniques to create the ultimate fighting force.

Warhammer 40,000 is a miniatures based tabletop game designed for two or more players. You represent the forces of the Imperium or any one of the many enemies ranged against its borders. It is suitable for games varying in size from simple skirmishes to full scale battles.

0159 Softback Rulebook (288 pages: 2 or more players aged 14-adult)

WARHAMMER 40,000 COMPENDIUM

A collection of Warhammer 40,000 articles from White Dwarf magazine issues 98 to 113. Contents include the army lists, history and background for Space Marines, Imperial Guard, Squats and Eldar Harlequins.

0152 Softback Rulebook (200 pages)

(Warhammer 40,000 is required to use the contents of this book)

WARHAMMER 40,000 COMPILATION

A collection of Warhammer 40,000 articles from White Dwarf magazine issues 114 to 127. Contents include new rules for Imperial forces, Eldar and Genestealers.

0164 Softback Rulebook (120 pages)

(Warhammer 40,000 is required to use the contents of this book)



WAAARGH THE ORKS

Waaargh The Orks includes the history of the Ork race, information on all aspects of Ork society and its place in the Warhammer 40,000 universe, an in-depth study of the six greatest Ork clans: the Evil Sunz, the Snake-Bites, the Bad Moons, the Goffs, the Death Skulls and the Blood-Axes, together with uniform painting guides and details of the Ork language.

0153 Pad and Wrap Sourcebook (104 pages)

(Warhammer 40,000 is required to use the contents of this book)

'ERE WE GO

'Ere We Go contains new game rules and army lists for three Ork Clans: Goffs, Snake-bites and Blood-Axes. Game rules cover Painboyz, Bionik Bitz, Runtherdz, Weirdboyz, Madboyz, Mekboyz, Tin Boyz, the Squig Catapult, the Hop Splat field gun, Shokk attack gun, Kustom Weapons, Kombi Weapons, data sheets for Ork vehicles and a description of how to paint your Ork army.

0154 Hardback Rulebook (228 pages)

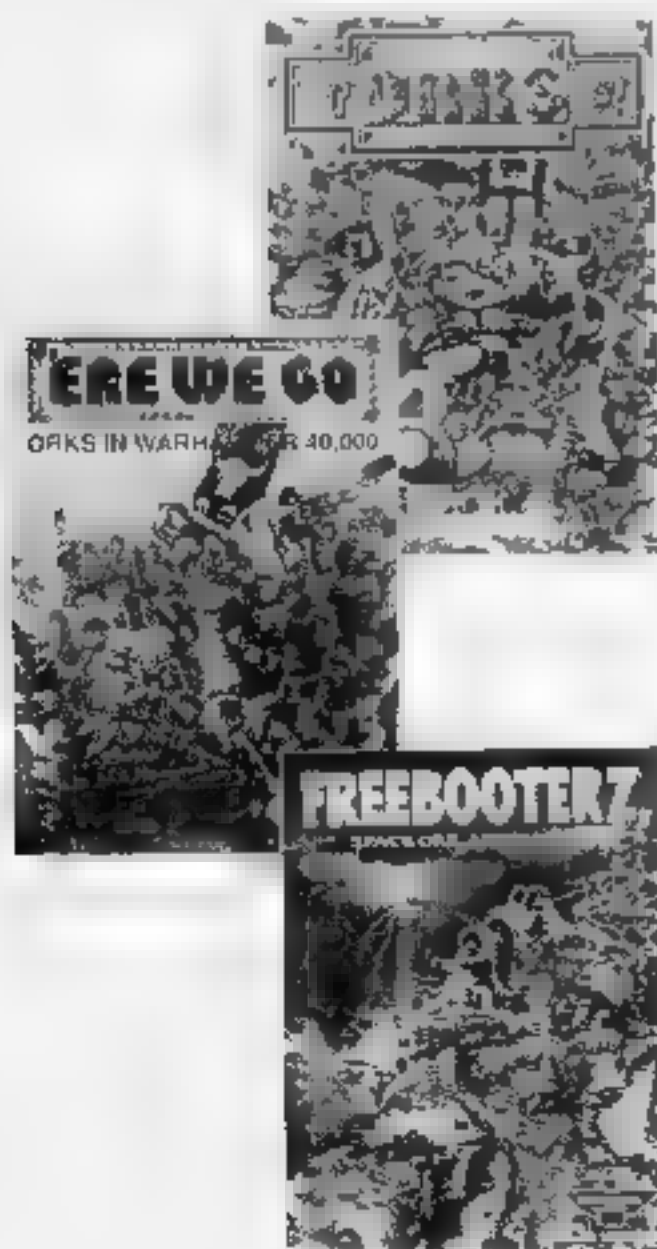
(Warhammer 40,000 is required to use the contents of this book)

FREEBOOTERZ

Freebooterz contains new game rules and army lists for three Ork Clans: the Evil Sunz, the Bad Moons and the Death Skulls, plus a comprehensive army list for the many types of Ork Freebooterz. This book also contains a practical guide to painting your Freebooterz and a description of how to model and paint your own Ork buildings for your tabletop games of Warhammer 40,000.

0162 Hardback Rulebook (144 pages)

(Warhammer 40,000 is required to use the contents of this book)



WARHAMMER FANTASY BATTLE

WARHAMMER FANTASY BATTLE RULEBOOK

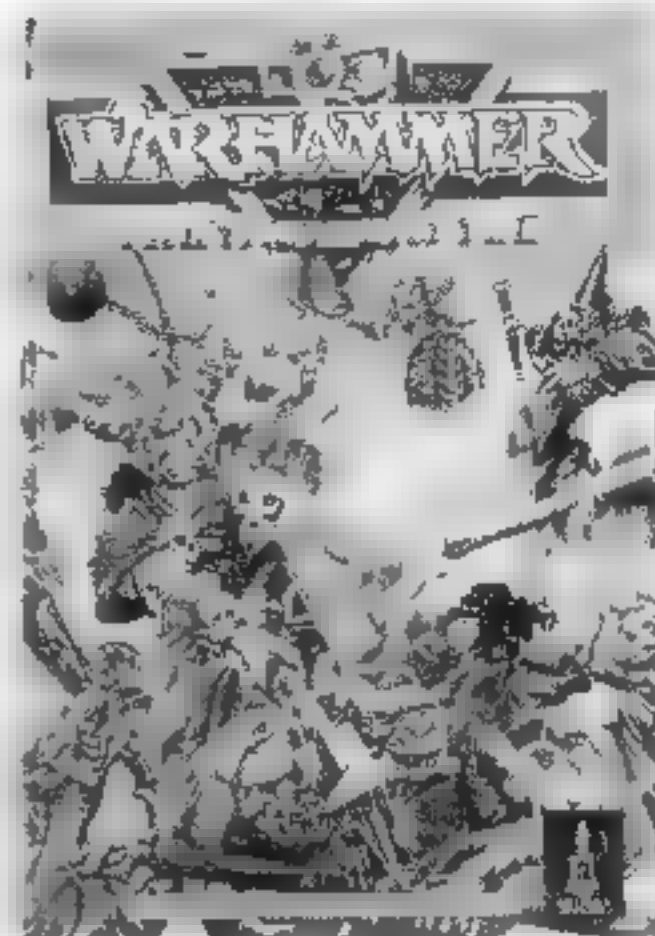
Cold dank mists rolled across the battlefield. The two sides formed up in sweeping lines, waiting for the order to charge. The day of reckoning was here, and its outcome was to be decided in combat.

In Warhammer Fantasy Battle mighty armies clash together, valiant Humans struggle to hold back the tide of Chaos sweeping down from the north, Dwarfs defend their mountain strongholds from rampaging Orcs and Goblins, and Elves harry the evil creatures which assail their forest homes. Across the Old World, all manner of races test their mettle in pitched battle.

Warhammer Fantasy Battle is a miniatures-based tabletop game designed for two or more players. With this rulebook, fantastic conflicts can be fought out over a tabletop battlefield – from small skirmishes to truly awe-inspiring epic battles.

This book explains the basic game, provides the advanced rules, a magic system, an in-depth description of the Warhammer World, a bestiary and a ready-to-play battle so you can get into the action right away.

0114 Softback Rulebook (304 pages: 2 or more players aged 14 adult)



WARHAMMER ARMIES

Throughout the Warhammer World, from the forests of The Empire to the jungles of Lustria, from the Elven Kingdoms to the Chaos Wastes, mighty armies are on the move. Massed ranks of highly-trained troops march upon each other, leaving great swathes of destruction in their wake. So raise the standard and let battle commence.

Warhammer Armies contains rules and army lists for Bretonnians, Chaos, Dark Elves, Dwarfs, The Empire, High Elves, Orcs and Goblins, Skaven, Slann, Undead and Wood Elves.

Also included are numerous ally contingents and mercenary bands, including Giants, Ogres, Norse, Nippon, Fimir, Hobgoblins and Pygmies, and rules for army composition, new magic weapons and war machines.

Warhammer Armies is an indispensable aid for all Warhammer Fantasy Battle players. Packed with illustrations of all the troop types, plus hundreds of shield and banner designs (many in full colour), it also includes revised record cards and a handy game reference sheet.

0115 Softback Rulebook (170 pages)
(Warhammer Fantasy Battle is required to use the contents of this book.)

WARHAMMER SIEGE

Warhammer Siege contains full rules for fighting siege actions in Warhammer Fantasy Battle and Warhammer 40,000, from full-scale assaults to protracted campaigns. The rules in this major expansion cover everything you need to know to fight siege warfare, from construction, siege machines and wall defences to pouring boiling oil on your opponents.

The rules have been specifically designed to be used in conjunction with the Citadel Mighty Fortress or with your own hand-built fortifications or any similar model castle or siege works.

Warhammer Siege comes complete with 20 pages of pull-out reference sheets, maps, counters, templates and an introductory fantasy siege, The Defence of Caraz-Lumbar.

0117 Softback Rulebook (148 pages)
(Warhammer Fantasy Battle or Warhammer 40,000 is required to use the contents of this book.)



REALM OF CHAOS

The material world is not the only plane of existence. There is an immaterial world which co-exists with our own and forms a parallel dimension or alternative reality. This is the Realm of Chaos. In the Realm of Chaos there are no planets or stars, no lands, sky or features that we would recognise. Instead it consists of an endless sea which is not formed of physical matter but pure energy. This energy is the raw matter of the Chaos Powers and of all magic. The Chaos Powers are immortal creatures with unimaginable abilities and resources. There are many lesser powers but only four great ones: Khorne, Slaanesh, Nurgle and Tzeentch. *The Lost and the Damned* and its companion volume *Slaves to Darkness* describe the fantastic and otherworldly Realm of Chaos. Both volumes contain invaluable background material and rules for all players of Warhammer 40,000 and Warhammer Fantasy.



REALM OF CHAOS - SLAVES TO DARKNESS

Slaves to Darkness contains everything you need for campaigns set in the Chaos Wastes of the Warhammer World. This book contains army lists (for Warhammer Fantasy Battle and Warhammer 40,000) for followers of the two great Chaos Powers, Khorne and Slaanesh. It also includes full details of the Magic of Chaos and the foul mutations which warp the bodies and minds of its followers and a complete generation system for Chaos Champions and their retinues.

0111 Hardback Rulebook (280 pages)

(Possession of Warhammer 40,000, Warhammer Fantasy Battle or Warhammer Fantasy Roleplay is necessary to use these books)



REALM OF CHAOS - THE LOST AND THE DAMNED

The Lost and the Damned is the second part of Realm of Chaos. It covers the two Chaos Powers, Tzeentch and Nurgle. It includes an extensive narrative campaign section, details of Chaos runes, the Dark Tongue, Lesser Powers and creating independent Daemons, Chaos Warbands and Champions of Chaos. There are also sections on Beastmen, Centaurs, Minotaurs, Dragon Ogres, Daemon Legions of Chaos and Chaos Renegades.

0112 Hardback Rulebook (296 pages)

MIGHTY EMPIRES



MIGHTY EMPIRES

In *Mighty Empires*, players lead armies in ferocious battle, cities are laid waste, fortresses besieged and brought low, and unknown territories explored. The ultimate objective is to destroy your enemies and expand your empire to cover the entire world. Diplomacy and intrigue play an important part too. Secret agents, spies, assassins and saboteurs can be dispatched to root out secrets and wreak havoc from within the enemy's homelands.

Mighty Empires contains 112 full colour hexagonal map tiles, 150 plastic Citadel Miniatures (15 cities, 15 fortresses, 15 dragons, 15 ships, 45 villages and 45 army banners), over 160 territory markers, dozens of counters, 6 strategic battle cards, 1 sheet of self adhesive flags, 2 dice and a rulebook.

0122 Boxed Game (2-3 players aged 14 - adult)

SPACE MARINE

Space Marines and the Titan Legions are the embattled defenders of the Imperium. Against them are arrayed the implacable enemies of mankind. Throughout the galaxy, hordes of barbaric Orks rampage and destroy, driven by their insatiable racial need to conquer and enslave.

Other races also find themselves caught up in the battle for survival. The ancient and technically superior Eldar are bound in their age-long struggle against extinction. Their advanced weaponry and acute psychic powers make them formidable in battle and worthy opponents for Space Marines and Orks.

The Space Marine game provides rules which allow you to represent all this on the tabletop - and much more besides. The clear and instructive rulebook carefully explains how to assemble your army using the special epic army cards provided in the game. The game rules cover all the Eldar, Ork and Space Marine models in the Space Marine game box - plus a variety of models from Citadel Miniatures' Epic scale range. This new and original game system is easy to learn and exciting to play.

As the commander of a conquering army, each player relies upon his tactical skill to outmanoeuvre and outfight his opponent. He must work out the best time to launch an attack, whether buildings, high ground or other features are worth capturing, and how terrain can be exploited to give troops cover.

Needless to say it is vital to choose the right troops: infantry to support your advance and occupy buildings, battle tanks to provide fire power, fast troops to rush round the enemy's flanks, and the near unstoppable Titan to deliver the killing blow. Of course luck also plays a part, and the best generals will be prepared to take advantage of good fortune just as they guard against set-backs by the clever positioning of reserves. Ultimate victory belongs to the top general, the boldest stratagem and the finest of the galaxy's bravest warriors!

Space Marine contains over 540 plastic Epic scale Citadel Miniatures, including Land Raiders, Rhinos, Space Marine, Orks, Battlewagons, Eldar Falcon Grav-tanks and a Warlord Titan. The game also comes with 10 full colour detailed card buildings with plastic roofs, over 50 Epic army cards for Orks, Eldar and Space Marines, reference sheets, 2 six-sided dice and 3 special scatter and aim dice, an easy to follow rulebook and over 100 counters and templates.

0352 Boxed Game (2 or more players ages 14-adult)



KEVIN WALKER

SPACE HULK



SPACE HULK

Drifting through the universe of Warhammer 40,000, the vast derelict spaceships known as space hulks bring a terrible threat to all Human life. Hidden within their corridors are thousands of terrifying, six-limbed aliens – the Genestealers.

Only the finest warriors of the Imperium, the Space Marines, can defeat this menace. They must board the decaying space hulks, clad in Terminator armour and carrying the finest weapons the Imperium can provide. Only the elite of the Space Marines are chosen to serve in Terminator Squads, trained to operate in the most dangerous of battlefield conditions and in the dark vacuum of starship boarding actions.

In Space Hulk, one player takes the role of the Space Marines, fanatical warriors dedicated to the destruction of the enemies of the Emperor of Man, equipped with awesome weaponry and massive Terminator armour. The other player takes the role of the Genestealers, fast, vicious, and super strong alien creatures. The game takes place aboard a massive derelict vessel known as a space hulk, in which the aliens are invading human space.

Space Hulk contains 30 finely sculpted plastic Citadel Miniatures (10 Space Marines and 20 Genestealers), 49 full colour interlocking room and corridor sections, a rulebook, a missions book, colourful counters and 5 dice.

0331 Boxed Game (2 players ages 12-adult)

DEATHWING

Every hundred years the Dark Angels chapter of Space Marines come to the world of the Plains People. From the mightiest huntmen and the greatest warriors they choose those who will join the Space Marines and serve the Emperor. Only the brave become Space Marines. And only the bravest of the brave join the Dark Angel Terminator Company Deathwing.

Deathwing is an expansion set for Space Hulk and is packed with new rules, missions and playing pieces – 12 plastic Citadel Miniatures (4 Space Marines and 8 Genestealers), 20 full colour interlocking corridor and room sections, a 64-page rulebook, 10 full colour geotiles for use with the Mission Generator system, counters representing crates, rubble, cryogenic tanks, ladders, pitfalls, C.A.T.s, bulkheads and Genestealer ambush blips.

0333 Boxed Supplement (Space Hulk is required to use the contents of this box)



GENESTEALER

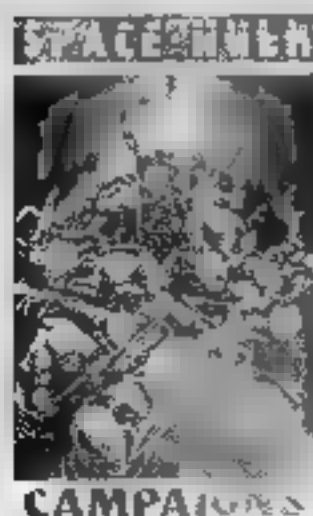


Alongside the real space of the material universe, there is a quite separate and co-existing immaterial universe. This is commonly known as the warp or warp space. In a few people sensitivity to the warp is far more finely tuned than normal. These people are known as psykers and they are able to use the raw energy of the warp to affect the material universe. They can strike their enemies with arcing bolts of lightning and roaring blasts of hellfire.

Genestealer is the game of psychic combat in Space Hulk where Terminator Librarians and Grey Knights battle it out against psychic Genestealer Hybrids.

This box contains 15 plastic Citadel Miniatures (5 Terminator Librarians and 10 Genestealer Hybrids), 44 full-colour psychic combat cards, 8 interlocking wide corridor sections, a fully illustrated rulebook and a host of full-colour counters.

0334 Boxed Supplement (Space Hulk is required to use the contents of this box)



SPACE HULK CAMPAIGNS

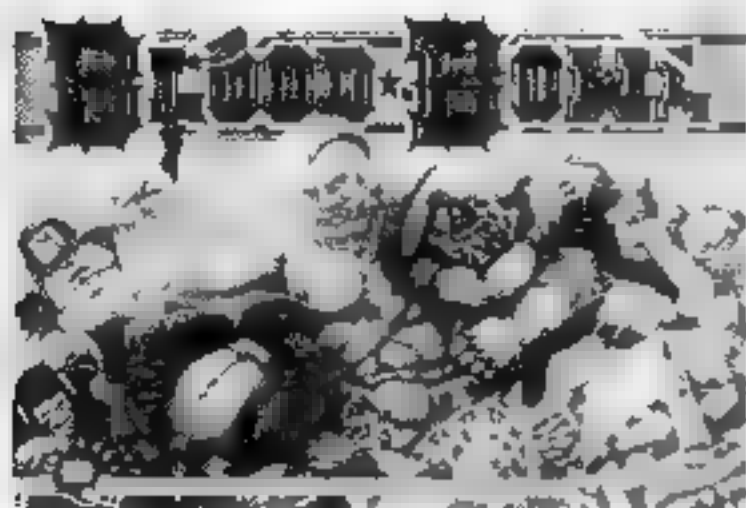
This book includes four complete campaigns – linked series of four to six missions where the outcome of each mission affects your overall chances of success. You can also play all the campaign missions as one-off games. Plus we've included four bonus stand-alone missions.

Expansion rules cover Space Marines in power armour, new weapons and grenades, and Traitor Terminators, with new mission generator scenarios and mission generator campaign for fighting Imperial vs Traitor Space Marine battles.

0335 Softback Rulebook (96 pages)

(Space Hulk, Deathwing and Genestealer are required to use this book)

BLOOD BOWL



BLOOD BOWL

For many people violence is a way of life. Some sign up as soon as they are able, and travel to far distant lands to fight for king and country. Others adopt the adventuring life seeking excitement and unimaginable treasure. But the really mean play Blood Bowl.

Blood Bowl is the game of fantasy football in the Old World. It terrifies even the most seasoned warrior. Strong men faint when they witness a rather mild Blood Bowl tackle. They simply cannot bear to watch the punishment a Blood Bowl player dishes out to his opponents.

But there's more to the game than that – the teams are trying to score Touchdowns. That's why all Blood Bowl players are skilled sportsmen as

well as killing machines. After all the team that wins the Blood Bowl Trophy does so by scoring the most Touchdowns, rather than obliterating every other team in the league. Though many players, and most of the fans, prefer the second way!

Blood Bowl contains a 3 part three-dimensional pitch made from expanded polystyrene, 32 plastic Citadel Miniatures (16 Humans and 16 Orcs), 4 plastic footballs, rulebook, background book, dug-outs, numerous templates, End Zones, a sheet of sticky backed numbers, Team Cards, 4 six-sided and 1 eight-sided dice

0271 Boxed Game (2 players ages 12-adult)

STAR PLAYERS

Star Players is an invaluable aid to every Blood Bowl Coach. It gives you all the information you'll need to use Star Players, the Astrogranite heroes who can make a good team great and a great team unbeatable. It includes details of their special skills, rules for creating your own Blood Bowl heroes and playing cards for the 48 of the Old World's top players.

This book also contains information on all the races of the Known World, including Dwarfs, Elves, Dark Elves, Skaven, Chaos Mutants and many more. Plus rules for Large Monsters and game statistics for eight of the all time great teams.

0273 Hardback Rulebook (64 pages plus 8 pages of card)
(Blood Bowl is required to use the contents of this book)



BLOOD BOWL COMPANION

The Blood Bowl Companion is packed with new rules for Blood Bowl. It includes full rules for running a Blood Bowl campaign, Kickers, Referees, Fans, Magic, Secret Weapons, Traps and 22 new Star Player cards.

The campaign rules allow you to coach your team to the top of the Blood Bowl League, competing for the ultimate honour of the Blood Bowl Trophy. There's everything you need for hiring and firing Rookies, training them to become Star Players, and indulging in dirty tricks like bribing Refs and spying on other teams.

0274 Hardback Rulebook (64 pages plus 8 pages of card)
(Blood Bowl is required to use the contents of this book)

ELVES, DWARFS AND DUNGEONBOWL

Blood Bowl underground! Deep under the earth, 12 teams compete in the Dungeonbowl league, a variant of Blood Bowl sponsored by the Colleges of Magic. Hidden in one of the numerous trapped chests scattered around the dungeon is the ball. The teams must find it, hold on to it and score a Touchdown. If it's the wrong chest – boom, one less on the team. To make life even more difficult, the dungeon is criss-crossed with a network of Teleporters, so that a player may suddenly find himself surrounded by the other team appearing from thin air.

Elves, Dwarfs and Dungeonbowl contains 32 plastic Citadel Miniatures (16 Elves and 16 Dwarfs), 6 Dungeon Tiles, 2 End Zone Tiles, 4 plastic doors, 4 plastic spiked footballs, a rulebook and dozens of counters.

0272 Boxed Game (Blood Bowl is required to use the contents of this box)



ADVANCED HEROQUEST

The Old World is a dangerous place swarming with thieves and brigands and in a state of constant war. Only the toughest survive the dangers that wait around every corner. In Advanced Heroquest you play the part of a Hero as you set out on the road to legendary power and riches. Your adventures will take you on quests into the dark places of the world - to tunnels and caverns filled with terror, hopefully to find gold and magical treasures. The Heroes are Human, Dwarf and Elf adventurers, great Warriors and Wizards who battle the monsters that live in the underworld.

Advanced Heroquest is a complete roleplay system for use with Citadel Miniatures. It is the gateway to a whole new world of adventure where you can roleplay mighty Heroes, developing your character's strengths and abilities from game to game.

Advanced Heroquest contains 36 finely-detailed plastic Citadel Miniatures (4 Heroes, 12 Henchmen and 20 Skaven), over 40 full-colour interlocking room and corridor sections, 6 plastic doors, over 3 dozen counters and a fully illustrated rulebook.

0571 Boxed Game (2 or more players ages 12+adult)



ADVANCED HEROQUEST PAINT SET

The Advanced Heroquest paint set contains everything you need to start painting Citadel Miniatures.

The box contains a paintbrush, 9 Citadel Colour non-toxic water-based paints (Mithril Silver, Skull White, Chaos Black, Go Fast! Red, Enchanted Blue, Goblin Green, Bad Moon Yellow, Orc Brown and Bronzed Flesh), a painting guide and 18 plastic Citadel Miniatures (4 Heroes, 1 Skaven, 1 Wood Elf, 1 Orc, 1 Goblin, 1 Dark Elf, 1 Dwarf and 8 Skeletons).

0575 Boxed Paint Set and Miniatures



ADVANCED SPACE CRUSADE

Not since the time of the Horus Heresy has the future of the galaxy hung by so slender a thread. From a galaxy unimaginably distant comes a terrifying entity - the Tyranid Hive Mind - an intelligence that is utterly alien, a mind that is many interlinked minds. The Tyranids are six-limbed creatures which stand twice as high as a man and are protected by a natural armour of overlapping bony plates. The Tyranids have travelled to the Imperium in a hive fleet consisting of a great swarm of millions of spacecraft. Each spacecraft is a gigantic living creature fashioned from organic tissue by sophisticated genetic manipulation. The Tyranid Hive Mind hungers for fresh gene stocks that can be used to create new bio-construct creatures and organic machines. Humanity will be absorbed and used to create a new generation of bio-technology. It will be death to the human race - but to the Tyranid Hive Mind it is no more than the harvesting of a field of wheat.

It is the duty of the Space Marine Scouts to infiltrate the enemy lines. The Space Marine Scouts are fast and mobile; they wear lighter armour than ordinary Space Marines and are less heavily armed. Although not as experienced as their more senior battle brothers, they are by no means less feared. The Space Marine Scouts have been surgically altered to make them tougher, stronger and more capable than any ordinary human. They are led by Veteran Space Marines whose experience and bravery serve as an example of correct Space Marine conduct.

One player controls the Space Marine Scouts and must destroy the Tyranid's living vessel by sabotaging its vital organic devices. The other player represents the Tyranids who must stop the Scouts by deploying Tyranid Warriors in different areas of the ship.

Advanced Space Crusade contains 21 plastic Citadel Miniatures (6 Tyranid Warriors, 15 Space Marine Scouts), 6 interlocking full-colour board sections, 16 doors, an illustrated rulebook, area effect templates, 36 exploration cards, weapon markers and a host of full-colour counters.

0191 Boxed Game (2 or more players ages 12+adult)



FANTASY GAMES

Games Workshop's Fantasy Games are specially designed to appeal to people looking for an introduction to the fantasy gaming hobby, and make great presents for your younger brother. Games Workshop fans will instantly recognise the plastic Citadel Miniatures from such games as Advanced Heroquest and Blood Bowl. In fact, you can use the models from these introductory games in any of the other Games Workshop hobby games.



SPACE FLEET

The Imperium of Man encompasses almost the entire galaxy, a glittering circle of stars nearly ninety thousand light years from rim to rim. For all its power, this mighty empire of untold billions of human beings is under constant threat from many hostile aliens. Fleets of powerful battlecruisers patrol the stars, warring with the alien ships they constantly encounter. Bristling with lasers, missile launchers and plasma cannon, an Imperial battlecruiser is a match for any vessel, even the sleek and powerful Eldar Wraithships that are their most common enemy.

Space Fleet contains 4 plastic Citadel Miniatures (2 Imperial Gothic Battleships and 2 Eldar Wraithships), 6-piece space map game board, Helm Computer cards, Combat Display cards, Shield and Damage tokens, 4 dice and an easy to follow rules sheet.

0686 Boxed Game (2-4 players aged 8-adult)

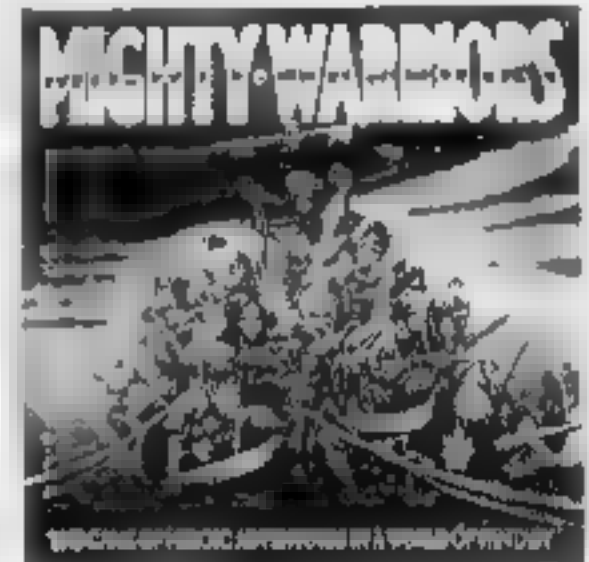
MIGHTY WARRIORS

Below the cities of humanity, underneath the deepest drains and sewers, Chaos Ratmen, also known as Skaven, rule a world of caverns and tunnels. They bring plague, fire and death to the prosperous cities of mankind.

Mighty Warriors is a game for two to four players. You can play either the forces of Chaos or a band of Heroic adventurers as they clash in underground battles. Your task is to defeat your opponent by capturing his command room, before he can capture yours!

Mighty Warriors contains 36 plastic Citadel Miniatures (4 Heroes, 12 Henchmen and 20 Skaven), army lists, magic charts, floor plan board tiles, clip-together doors, 4 dice and an easy to follow rules sheet.

0688 Boxed Game (2-4 players aged 8-adult)



ULTRA MARINES

The Imperial Space Marine Scouts stalk through the dark and perilous corridors of the alien spacehulk. Each squad must be the first to retrieve the priceless alien artifacts and return them to their ship. In the heat of war, the Scouts cannot even count other Scouts as their friends. Their Chapter's honour depends upon finding the artifacts first. There is no time to ask for names or identification, and no one can be trusted.

Ultra Marines contains 20 plastic Citadel Miniatures (2 Space Marine Sergeants and 18 Space Marine Scouts), clip-together playing board, Imperial Scout data cards, Event cards, artifact counter, hellfire counters, 3 dice and an easy to follow rules sheet.

0691 Boxed Game (2-4 players aged 8-adult)



KERRUNCH

Kerrunch! The title says it all. This is the football game with a difference. Teams of heavily armoured Orcs, Dwarfs, Humans and Elves literally fight their way from one end of the pitch to the other to make those elusive Touchdowns.

The teams clash in a desperate bid to make it to the top of the league where they'll find everlasting fame and fortune. A combination of skilful play, luck and sheer brute strength make this the most exciting game of football you've seen in a long time.

Kerrunch contains 24 plastic Citadel Miniatures, plastic footballs, plastic score markers, Team Roster cards, 6-part playing pitch, dug-out, 3 dice and an easy to follow rules sheet.

0690 Boxed Game (2 players aged 8-adult)



WARHAMMER FANTASY ROLEPLAY

WARHAMMER FANTASY ROLEPLAY RULEBOOK

The Old World is a vast and fertile place, filled with teeming cities, Elf haunted forests and lofty crags where Dwarfs battle with Goblins and their kin. But a shadow hangs over the world, cast by the dark, corrupting hand of Chaos. From the pirate-ridden coast of south Iilea to the fortified villages of the barbaric East, a few heroes strive to hold back the endless tide of Chaos spilling from the North. But Chaos also gnaws from within, and its hidden servants work to bring the world to its knees before the Dark Gods

Warhammer Fantasy Roleplay is a sophisticated open format game without a conventional board. The game is fully compatible with the huge range of Citadel and Marauder Miniatures. The actions and events take place in the imagination of the players and Gamesmaster. Players adopt the roles of valiant heroes in search of adventure, fighting marauding Orcs and Goblins, and seeking to stem the insidious encroachments of Chaos. The Gamesmaster sets the scene for the players and directs the actions of the Old World's colourful inhabitants.

0020 Softback Rulebook (364 pages. 2 or more players aged 14 to adult)



THE ENEMY WITHIN CAMPAIGN



The Enemy Within Campaign is an epic extended adventure, comprising Warhammer Adventure, Warhammer City of Chaos, The Restless Dead, Something Rotten in Kislev and Empire in Flames. Each volume is completely self-contained – you don't need to own the early books to be able to play and enjoy the later adventures.

Warhammer Adventure is all you need to start playing Warhammer Fantasy Roleplay in the Old World. It contains three adventures, launching an epic campaign against the forces of Chaos. It also includes handouts, a large full colour poster map of the Western Empire backed with a colour map of the town of Bögenhafen, a rules supplement about river travel and a large Castle plan and area map.

0018 Softback Supplement (224 pages)



Warhammer City of Chaos contains both a detailed guide to Middenheim, the greatest of the Empire's City States, and an exciting adventure set in the city. This book comes complete with maps, a 20 page pull-out section containing player handouts and character reference notes, and a large full colour map of the City.

0039 Softback Supplement (210 pages)



The Restless Dead includes 24 pages of new combat rules, spells and magic items. It provides a set of seven mini-adventures which can be played as one-offs or linked together into a self-contained campaign. It also includes The Grapes of Wrath, a scenario linking Warhammer Adventure and City of Chaos.

0026 Hardback Supplement/Rulebook (104 pages)



Something Rotten in Kislev contains background information on the nation of Kislev and three complete roleplaying adventures, with a colour floorplan and numerous player handouts.

0028 Hardback Supplement (144 pages)

Empire In Flames is the concluding part of the Enemy Within Campaign. The Empire is torn by internal strife, civil war looms, and a symbol of unity must be found before the forces of Chaos triumph forever.

0030 Hardback Supplement (152 pages)

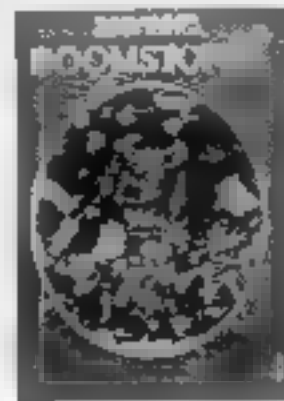


FLAME PUBLICATIONS

Flame Publications publish a range of adventure books, rules expansions and source packs for Warhammer Fantasy Roleplay. From exploration in the underground depths of ruined Dwarf halls to battle against armies of Skeletons, from intrigue in the twisting streets of Marienburg to dark sorcery in mountain fortresses, from advanced game rules to new spells and artifacts.

THE DOOMSTONES CAMPAIGN

The Doomstones Campaign is an epic extended adventure, comprising four books. Each volume is completely self-contained – you don't need to own early books to be able to play and enjoy the later adventures.



Fire in the Mountains: The Yetzin Valley stands at the southern end of a vital pass over the Vaultis Mountains. A hundred years ago, the valley was conquered by the Orcs of the Bloodaxe Alliance – theirs, however, was a brief and bloody reign, and is now all but forgotten. A chance discovery in the mountains puts the adventurers on the trail of the Alliance, retracing the last journey of the warrior priest Torgoch. His path leads the adventurers towards the fabled Crystal of Fire.

0016 Softback Adventure Supplement (104 pages)

Blood in Darkness: The century-old path of a renegade Orc warchief leads through the foothills of the Vaultis Mountains to the relics of a mutiny, an ancient Dwarven shrine and a second crystal of power. Finding the shrine is just the beginning – beyond lie age-old Dwarven defences and the tunnels' current dwellers. Blood in Darkness mixes investigation and combat to present Warhammer Fantasy Roleplay adventurers with a constant challenge.

0017 Softback Adventure Supplement (80 pages)

Death Rock: The Orcs of the Bloodaxe Alliance once again threaten the Yetzin Valley. Their target is the great monastery of Eyrie, standing high on a pinnacle of rock above the Winter's Teeth Pass. A century ago it was to Eyrie that the Dwarf Mage Yazeran fled with the fabled Crystal of Air. Now the adventurers must reach the monastery and find the Crystal before the Orc army, driven on by its sorcerous master, attacks. And to succeed, they must first solve the puzzle that Yazeran left behind.

0018 Softback Adventure Supplement (80 pages)

Dwarf Wars: A lost Dwarfhold has been found: Kadar Grayning, Hold of legendary Hagrîm, a Dwarf-King without equal. To the Dwarfs here is no greater symbol of rulership than Hagrîm's Crown. But finding the crown won't be easy. Large parts of the Hold are in ruins and the Rûya Tombs are ringed by deadly traps. Whoever reaches the Hold first can be sure the enemy is not far behind.

0019 Softback Adventure Supplement (104 pages)

WARHAMMER COMPANION

A rare mixture of diverse materials for GMs and players of Warhammer Fantasy Roleplay. Contains four complete adventures, plus articles presenting new character careers, spells, magical items and advanced rules, and a special section devoted to Jack Yeovil's Warhammer novel, *Drachensfels*.

0035 Softback Rulebook/Adventure Supplement (96 pages)

LICHEMASTER

Fifteen years have passed since the necromancer Heinrich Kemmler was trapped and defeated. But his evil is about to begin anew. High in the Grey Mountains, an Undead army masses among the peaks. How can they be stopped?

Lichemaster is a mini-campaign for Warhammer Fantasy Roleplay that sees the adventurers trying to stop the terrible armies of the dead.

0003 Softback Adventure Supplement (104 pages)

DEATH'S DARK SHADOW

The village of Kreutzhofen stands at the convergence of the great mountain passes leading to Bretonnia and the Border Princes. Groups of young adventurers travel through here by river, forest trail or mountain pass. The villagers seem content, but behind shuttered windows lurk dark secrets.

Death's Dark Shadow is a thrilling adventure for Warhammer Fantasy Roleplay that puts the adventurers against all manner of strange people and problems.

0037 Softback Adventure Supplement (128 pages)



TALISMAN



Talisman is the best selling fantasy boardgame in the world. It is played in a mythical world of Dragons and sorcery. As a Warrior, Wizard, Priest, Samurai, or one of a dozen other characters, each with their own special abilities and powers, you set off on a Quest to find the Crown of Command.

The journey will be filled with danger – monsters, traps and evil beings are waiting to defeat your Characters. With skill and luck you will survive to find the greatest treasure of them all: the Crown of Command. Only then will victory be yours.

The original Talisman game is all you need to start your Quest for the Crown of Command. Its contents include a full colour board depicting the Kingdom that is the setting for your adventures, 14 characters and over 100 adventure cards detailing the monsters, treasures and strangers you meet on your travels. It is supported by a full range of boxed supplements, many of which include new boards to expand your adventures beyond the Kingdom and which link to the main board. They take you right across the land – into the heart of the Talisman City, deep underground into the Talisman Dungeon, or even into the Talisman Timescape where you travel through time and space.

0206 Boxed Game (2-6 players aged 9-adult)



TALISMAN EXPANSION

The Talisman Expansion set contains new characters, spells, events, followers and objects to expand the options available to your characters in their Quest.

0207 Boxed Supplement
(Talisman is required to use the contents of this box)

TALISMAN ADVENTURE

Talisman Adventure introduces 5 new endings for the game. Instead of the Crown you may find the Demon Lord, Pandora's Box, the Dragon King, Hercules' Belt, or even the Black Void. This set also contains over 60 new adventure cards, as well as 6 character sheets to keep track of your possessions.

0208 Boxed Supplement
(Talisman is required to use the contents of this box)



TALISMAN DUNGEON

Talisman Dungeon takes your adventure into the realms of the underworld. The box contains a new board, 36 dungeon adventure cards, plus 14 new characters who wish to take part in the quest.

0209 Boxed Supplement
(Talisman is required to use the contents of this box)



TALISMAN TIMESCAPE

Talisman Timescape flings the characters through space and time in search of the Crown of Command. Talisman Timescape contains a new board, 40 Timescape encounter cards, 12 purchase cards, plus 8 new characters including a Space Marine and Chainsaw Warrior.

0210 Boxed Supplement
(Talisman is required to use the contents of this box)



TALISMAN CITY

Talisman City takes your characters into the bustling centre of the Talisman world. Talisman City contains a new board, dozens of new adventure cards, spells and objects, plus rules for new careers for your characters.

0212 Boxed Supplement
(Talisman is required to use the contents of this box)



DUNGEONQUEST



Dare you face the Dragon's challenge?

The eerie ruins of Dragonfire Castle, standing atop the sinister peak of Wyrn's Crag, were abandoned long ago. Memories of the vile deeds of the wizard T'Siramen have faded like a half remembered nightmare. But far beneath the castle's shattered stones, nameless horrors still prowl the gloomy dungeons, while a terrifying shadow stirs in sleep.

Dungeonquest is a thrilling fantasy game for 1-4 players. Riches, fame and glory await the hero who overcomes the dungeon's monstrous inhabitants and finds the Dragon's fabled hoard. But beware the setting of the sun, for if nightfall finds you still within the dungeon's maze, there is no escape.

Dungeonquest includes 115 room tiles to map the castle's dungeon, 68 full colour counters, 174 cards depicting the dungeon's inhabitants, traps and treasures, 4 full-colour character sheets, 4 plastic Citadel Miniatures, plastic playing tokens, dice, and an easy to follow rulebook.

0232 Boxed Game (2-4 players aged 8-adult)

HEROES FOR DUNGEONQUEST

Inside Dragonfire Castle the Dragon waits hungrily. It has not eaten for some time. It seems that the adventurers are no longer brave enough to enter the castle's dungeons. What we need around here is some new blood.

Heroes for Dungeonquest is a metal miniatures-based expansion set for Dungeonquest. Inside are 12 more foolhardy adventurers, ready to see if they can reap profit from a visit to the castle dungeons. They are:

Ironhand the Mighty – a resilient gladiator with all-round skills.

Thargrim the Dark Lord – a Chaos Warrior with the Helm of Terror and the ability to heal himself through meditation.

Tori Jima – a Ninja with deadly blowpipe and shuriken, heightened senses and the ability to hide in shadows.

Rildo the Crafty – a thief with the ability to open locked doors, to search rooms more effectively, and four throwing daggers.

Hetena the Swift – armed with a slingshot and capable of moving at twice the speed of her fellows.

Serel – a elf of Zimendel. Accompanied by her familiar Flame Bright, and equipped with her Sun Orb and Healing Salve.

Fyyll Madaxe – the Dwarf berserker.

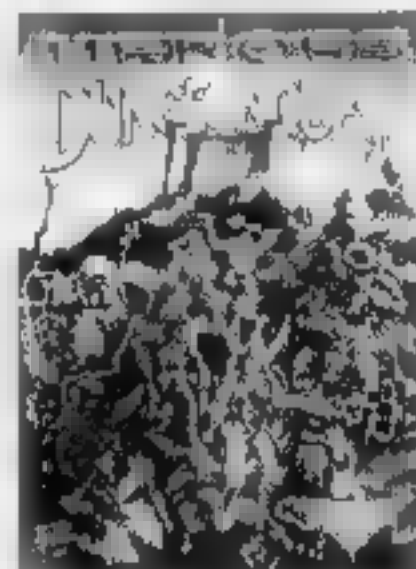
Azoth the Faceless – the sorcerer with 6 spells.

Plus Sir Roland, Vikas Swordsmaster, Siegfried Goldenhair and Farendil.

Heroes for Dungeonquest contains 12 metal Citadel Miniatures, character sheets for the new adventurers, 6 new combat cards, 6 spell cards, 8 magic ring cards, 2 special equipment cards, plastic tokens and a ten-sided dice.

0240 Boxed Supplement

Dungeonquest is required to use the contents of this box. (Contains lead miniatures which may be harmful if chewed or swallowed. Not recommended for children under 14 years of age.)



DUNGEONQUEST CATACOMBS

A strange rumour is spreading through the land, drawing even more adventurers to explore the deadly dungeons under Dragonfire Castle. A rumour speaks of an ancient maze of dark, dank catacombs which run far beneath the dungeons themselves. For those brave enough to use them, the catacombs offer a short cut to the Dragon's Lair – but only if a way out can be found.

Dungeonquest Catacombs adds a new level of excitement to the Dungeonquest game. This expansion set includes full rules and components for venturing into the dread catacombs, as well as new traps, monsters, treasures and room tiles for you to encounter in the normal dungeon.

Dungeonquest Catacombs contains 32 catacomb cards, 5 entrance tiles, 4 direction counters, 11 Magic Amulet cards, 10 Snoring counters, 20 new room tiles, 12 new room cards, 12 new search cards, 2 new crypt cards, 2 new trap cards, 8 new treasure chamber counters, a rulebook and a ten-sided dice.

0241 Boxed Supplement

(Dungeonquest is required to use the contents of this box)

PAINT SETS AND BRUSHES

Citadel paints and inks give you a wide variety of colours and shades specially chosen for painting Citadel's plastic and metal miniatures and kits. You can buy the paints separately to build up your collection and replace often used tones or in boxed sets which contain a full range of useful colours.

The paints are quick-drying, water-based acrylics that are non-toxic. You can easily mix Citadel paints and inks to create a vast range of tones for shading, highlighting and glazing your models. Used with Citadel's high quality sable brushes, Citadel paints and inks are ideal for painting all your miniatures, from Chaos Warriors to Space Marines, from Blood Bowl teams to Epic scale Land Raiders, giant Titans to Skaven Warriors.



Citadel Colour Paint Set

Skull White
Chaos Black
Blood Red
Bronze Flesh
Woodland Green
Enchanted Blue
Sunburst Yellow
Mithril Silver
Shining Gold

0002 Paint Set

Creature Paint Set

Rolling Flesh
Goblin Green
Elf Grey
Worm Purple
Hobgoblin Orange
Orc Brown
Spearstaff Brown
Swamp Brown
Chameleon

0003 Paint Set

Monster Paint Set

Brazen Bronze
Bilious Green
Ghoul Grey
Bestial Brown
Electric Blue
Red Gore
Imperial Purple
Moody Blue
Tintling Pink

0004 Paint Set

Space Marine Paint Set

Bolt Gun Metal
Salamander Green
Salamander Black
Ultramarine
Marine Dark Blue
Space Wolf Grey
Blue Grey
Blood Angel Orange
Terracotta

Painting Guide
0005 Paint Set

Ork and Eldar Paint Set

Tin Bitz
Striking Scorpion Green
Bad Moon Yellow
Go Fast Red
Ork Flesh
Snake Bite Leather
Blue Dragon Crimson
Hawk Turquoise
Bleached Bone

0006 Paint Set

Expert Ink Set

Red Ink
Orange Ink
Yellow Ink
Green Ink
Blue Ink
Purple Ink
Brown Ink
Chestnut Ink
Black Ink

0005 Paint Set

PAINT SETS

Citadel Colour Paint Set

This set of paints contains all of the basic colours you will need to start painting your miniatures, including 2 high-quality metallic paints ideal for armour and weapons.

Creatures Paint Set

This set expands the number of colours available for toning more detailed paintwork. The set includes special colours such as Goblin Green and Rolling Flesh which are vital to your collection.

Monster Paint Set

These paints give you the chance to use advanced toning and highlighting techniques.

Space Marine Paint Set

This set is specially designed for painting Warhammer 40,000 Space Marine miniatures, and contains base and highlight colours and a painting guide for 4 of the greatest Space Marine Chapters.

Ork and Eldar Paint Set

Like the Space Marine Paint Set, this set is designed especially for Warhammer 40,000 miniatures. The colours in this are chosen to provide useful shades for painting your Ork and Eldar miniatures.

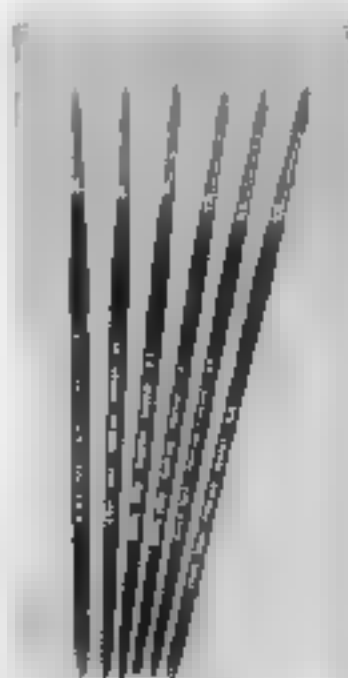
Expert Paint Set

The inks in the Expert set are ideal for shading and blending when mixed with Citadel Paints, or for washes and glazes on their own.

Smelly Primer

Smelly Primer is specially formulated for undercoating Citadel Miniatures, and provides an ideal base for the other paints.

BRUSHES



Citadel Brushes are specially designed for painting metal and plastic miniatures. They are made from high quality sable hair and come to a fine point for detailed painting.

Citadel Brushes come in a range of sizes from 000 for fine detail work through the medium sizes used for shading and blending, up to size 3 for painting large areas.

GLUE

Citadel Glues are specially formulated to stick together metal and plastic models and kits.

Superglue is used to stick together metal miniatures and for attaching plastic components to metal miniatures.

Polystyrene Cement is used for plastic kits and miniatures. It is not suitable for metal models.

Citadel glues are harmful by inhalation, in contact with skin and if swallowed. Avoid contact with eyes. Keep out of reach of children.

GAMES WORKSHOP DICE

Games Workshop's range of dice are ideal for all of our games and come in a variety of colours. You can choose from two styles of basic numbered dice - inked or gem, or special scatter dice.

Inked dice are made of traditional opaque plastic, and have inked numerals that make them easy to read in the heat of battle.

Gem dice are, as their name suggests, made from transparent, tinted plastic. Like inked dice, they have easy-to-read numerals.

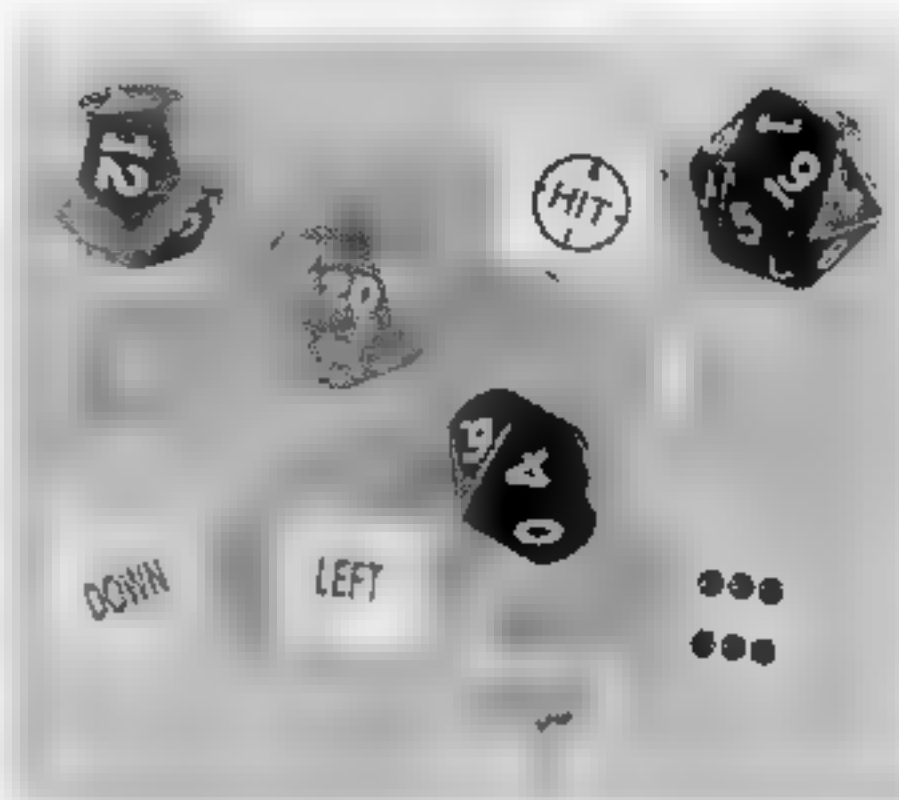
Games Workshop scatter dice are from the new Space Marine game, and are specially designed to determine how grenades or missiles scatter when they miss.

Inked Dice

Inked D4
Inked D6
Inked D8
Inked D10
Inked D12
Inked D20 (0-9 twice)
Inked D20 (1-20)

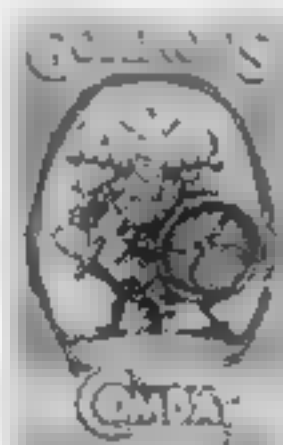
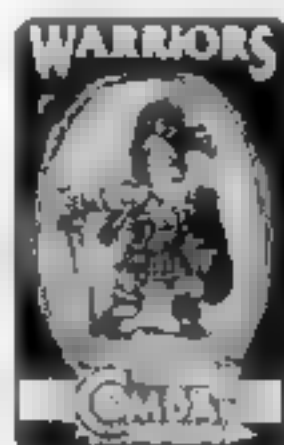
Gem Dice

Gem D4
Gem D6
Gem D8
Gem D10
Gem D12
Gem D20 (0-9 twice)
Gem D20 (1-20)



COMBAT CARDS

Citadel Combat Cards are a series of collectable card games and painting guides for a wide range of Citadel Miniatures. Each Combat Card has a full colour photograph of one of Citadel's world-famous miniatures, painted by an expert miniature painter, plus all the information for a whole range of games you can play with the cards. Each pack comes with rules for the basic game, plus there's a different bonus advanced game in every pack!



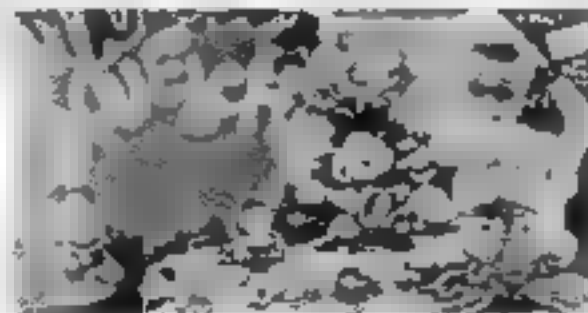
Combat Cards 0551 (35 cards per pack, 2 or more players ages 8+ adult)

TROLL GAMES

Games Workshop Troll Games are especially designed for younger players, of ages 7 and up.

Each game also comes with a different Silly Songs Tape to sing along to as you play.

Squelch 0683
Oi, Dat's my Leg 0681
Trolls in the Pantry 0684
Hungry Troll and the Gobbo's 0682



WARHAMMER FANTASY NOVELS

Warhammer Fantasy Novels are set in the richly detailed Old World that is the background to all of our fantasy games. These carefully plotted and interwoven stories are true to the spirit and atmosphere of their setting and are subtly intermeshed so that the characters in one story often pop up in many others. Anyone who plays our games will recognise many of the places and people mentioned. Of course, even if you don't know anything about the Old World, the stories can still be read as exciting and thrilling adventures in their own right.



DRACHENFELS

By Jack Yeovil

Drachenfels is the story of Detlef Sierck, the Old World's greatest living playwright. When he decides to stage a play based upon the defeat of the evil sorcerer Drachenfels he doesn't expect that an echo of the power of the long-dead enchanter will make itself heard so loudly.

0501 Deluxe format paperback 256pp



IGNORANT ARMIES

8 fantasy short stories from William King, Brian Craig, Nicola Griffith, Jack Yeovil and others.

Gotrek the Trollslayer and his human companion Felix learn why the Night of Mysteries is so feared. And introducing Johann Van Mecklenberg, Baron and swordsman who ventures into the Chaos Wastes with his mentor, Vukotich.

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BEASTS IN VELVET

By Jack Yeovil

A beast is stalking the fog-bound streets of Altdorf. Is it a man? A woman? An unlikely creature of Chaos? And can the beast's reign of bloody terror be ended before the Empire collapses in flames?

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WOLF RIDERS

8 fantasy short stories from William King, Brian Craig, Jack Yeovil and others.

Felix and Gotrek continue their adventures, journeying into the Border Princes. There's a prequel to Drachenfels and a first appearance for Sam Warble – Halfling Investigator on the trail of the Tilean Rat.

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RED THIRST

A collection of 6 fantasy short stories.

Jack Yeovil teams up Vukotich the Mercenary and Genevieve, the vampire heroine of Drachenfels.

William King tells another of Felix and Gotrek's adventures. And Steve Baxter reveals a second case from the files of Sam Warble.

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KONRAD

By David Ferring

Konrad's home village is destroyed by a marauding Chaos Warband. He joins forces with a mercenary called Wolf and travels north to Kislev to begin his epic quest for vengeance and the secret of his mysterious past.

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SHADOWBREED

By David Ferring

In the 2nd book in the Konrad trilogy it becomes more apparent that Konrad is linked to the obscure machinations of the Chaos Powers in ways he cannot understand. Meeting the wizard Litzeneich, Konrad gets drawn into the plots of the Skaven Ratmen and finds himself fighting for his life.

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WARHAMMER FANTASY NOVELS



ZARAGOZ

By Brian Craig

The first in a series of linked novels, *Zaragoz* tells the story of the fate of the Estalian kingdom of that name. The hero and narrator of the story, Orfeo, becomes involved in political intrigue, the mysterious plans of the Chaos Powers, and uncovers a story of corruption and betrayal.

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PLAGUE DAEMON

By Brian Craig

The second of Orfeo's tales is set in the Border Princes and deals with the desperate struggles between Hermis Detz, a hardened veteran of the border guard, and the plague-bearing forces of Chaos which threaten to engulf and lay waste to his homeland.

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STORM WARRIORS

By Brian Craig

The last of Orfeo's tales shifts to Albion and the Isle of Morien. King Herla of Plenydd allows a band of ship-wrecked Elves to settle in his kingdom. Their malevolent nature slowly becomes apparent, and the king and his hard, Trystan, are forced to fight for their very lives.

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WARHAMMER 40,000 NOVELS

Warhammer 40,000 novels are set in the nightmare future of the 41st millennium. The universe is a hostile place, and the galaxy-spanning Imperium of Man is under constant threat from all directions. There are alien forces that would enslave or destroy mankind if they could. Wars rage over airless planets, in the city-bottoms of hive-worlds and within the Imperium itself. From the dark regions of warp-space, chaotic entities spin webs to ensnare the weak and beguile the innocent. Only the superior psychic mind of the Emperor shields mankind from certain extinction.



DEATHWING

An anthology of 8 short stories from Ian Watson, William King, Storm Constantine and others.

Deathwing tells of the origins of the Terminator company of the Dark Angels.

Warped Stars is a story of the horrors of Daemonic possession, while *The Alien Beast Within* tells how Meh'Lindi – the svelte assassin heroine of *Inquisitor* – first acquires and tests one of her most awesome powers.

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INQUISITOR

Inquisitor takes us from the purging of the Genestealer-infested world of Stalinvast to a secret meeting aboard an uncharted spacehulk adrift in the warp, to the Eye of Terror, and even to the Emperor's throne. Inquisitor Jaq Draco must discover who's behind a plot that threatens the future of the Imperium and humanity itself.

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DARK FUTURE NOVELS

Warhammer Dark Future novels are set in the near future of an alternate universe. The US of A is in the final throes of the twentieth century. Climatic catastrophe has devastated the land. The economy, civilisation, and even the laws of nature are falling apart. Contrast the fortress city-states of the corporate-owned Policed Zones with the decaying wilderness prowled by the tribalistic gangcuits of the new millennium. North America is a sand-blasted battlefield between the gangcuits and a new breed of legalised killer - the Sanctioned Operative.



ROUTE 666

9 short stories of the ultimate in cybergoth fiction.

Introducing Kid Zero - the loneliest of lone wolves - and setting the stage for the showdown between Jazzbeaux Bonney and the immortal cult leader Nguyen Seth.

Also includes stories from William King, Neil Jones, Eugene Byrne and Neil McIntosh.

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GHOST DANCERS

By Brian Craig

Gen-Tech, one of the most powerful corporations, has lost a computer disk. A very valuable disk. And now everyone wants it.

It has fallen into the hands of Kid Zero and his companion, Lady Venom, a 6-foot rattlesnake. But the Kid doesn't want money or power. The Kid wants revenge...

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DEMON DOWNLOAD

By Jack Yeovil

Sister Chantal Juillerat, papal agent extraordinary, faces her greatest challenge. The nubile assassin is up against the powers of darkness - from within his fortress-temple, the immortal Nguyen Seth plots the apocalyptic climax to a conspiracy older than the human race.

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COMEBACK TOUR

By Jack Yeovil

It's 1998 and Elvis is alive. His musical career behind him, he's now the toughest Op in the south.

But can the King stop the evil madman Nguyen Seth from gaining control of the near-obsolete system of orbital weapons and destroying the earth?

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KROKODIL TEARS

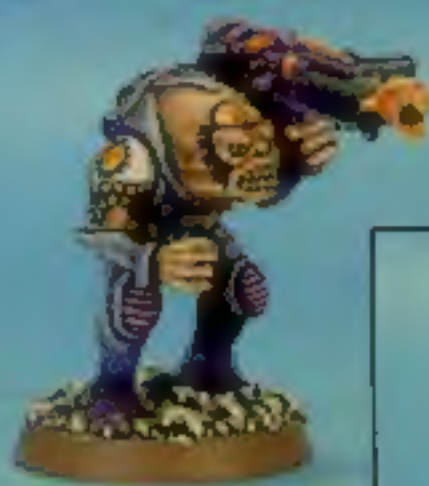
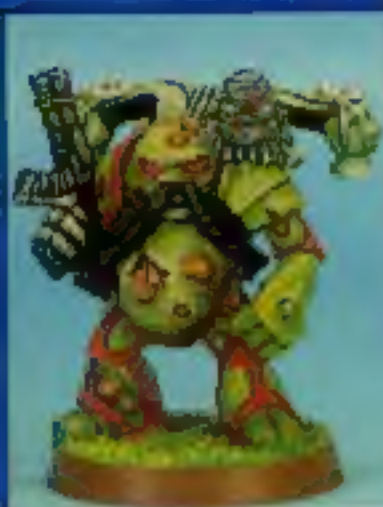
By Jack Yeovil

Jessamyn Bonney, alias Jazzbeaux, alias Krokodil. Juvenile delinquent, cyborg killer, and now a pawn of an extra-dimensional entity beyond human understanding. A hard person to kill.

But Elder Nguyen Seth, plotting to bring about the Apocalypse, wants Jessamyn dead and is prepared to hire the most ruthless assassins money can buy.

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WORKSHOP**

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